





Sega Saturn





NUMBER

YOUR GUIDE TO: Ultra 64 - PlayStation Saturn - Super NES Genesis · 32X · 300 Jaguar · CDi Neo-Geo - Game Boy Game Gear

# =(41:20)

PHOTOS FROM JAPAN

**IE SCREEN DEBUT** 

New

NavStation Games

## Your #1

For the LATEST NEWS. **GAME REVIEWS and TIPS!** 

> Complete 12-Page Guide To All New 64-Bit Games:

Zelda 64 Pilot Wings 64

Starfox 64 Wave Race 64 Super Mario Kart R

<u> And Much More!</u>

NINTENDO 64

January, 1996 \$4,99/\$6,50 Canada















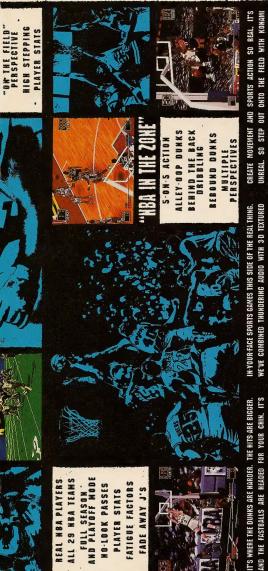




SPORTS SERIES.

Team





KONAMI SPORTS SERIES. THE MOST ADRENALINE PUMPING.

POLYGON GRAPHICS AND MOTION CAPTURED ACTION TO

SPORTS SERIES. THE BIG BOYS ARE WAITING FOR YOU.



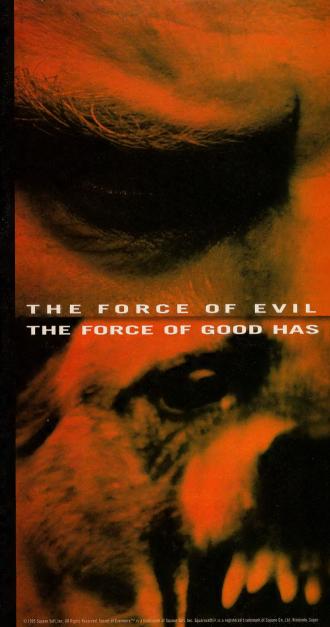


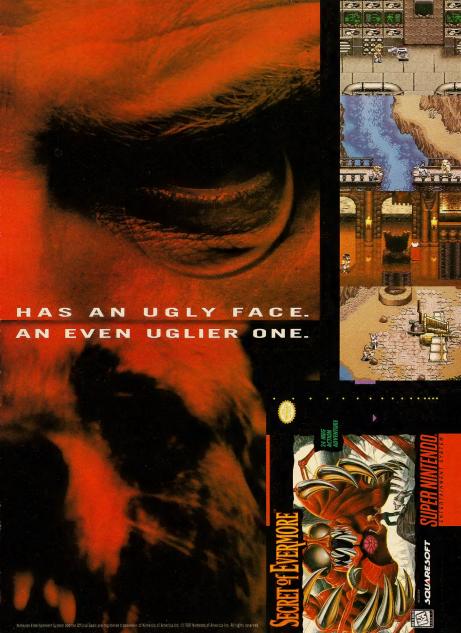


www.konami.com



24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.





## ELECTRONIC GAMING MONTHLY

January, 1996 Number 9.1

publisher. editorial director. editor in chief. senior editor. associate editors.

senior editor.

associate editors.

Andrew Baran
Mark Lefebvre
Mike Desmond
Scott Parus
John Stockhausea
news editor.

assistant news editor.

Melson Taruc
Art directors.

Mike Mark Lefebvre
Mike Desmond
Scott Parus
John Stockhausea
Todd Mowatt
Melson Taruc
Mikeel Stassus

assistant news editor, art directors. layout and design.

layout and design. Paul Ojeda Tim Davis Ken Badziak assistant editors. Howard Grossman Suchi, Y a Miko Uallos

Sushi-X • Mike Vallas Terry Minnich • Al Manuel Dindo Perez • John Gurka Jason Streetz • Mark Hain Daye Malec • Dave Ruchala

Carey Wise • Scott Augustyn Ron Marciniak managing copy editor. Jennifer Whitesides

managing copy editor. Jennifer Whitesides copy editors. Sayle Schneider Jo-El M. Damen Jennifer McGeary

foreign correspondents.

Stuart Levy David Rider

Steve Harris

Jason Hinman

Jee Funk

**Ed Semrad** 

president.
executive vice president.
vp/general counsel.
vp/linance.
diturial director.
director of operations.
publicity manager.
circulation manager.
circulation manager.
production coordinator.
production coordinator.
production coordinator.

account executive.

Steve Harris
Mike Riley
Mark Kaminky
Lambert Smith
Joe Funk
Marc Camron
Kate Rogers
Val Russell
Jack Copley
Ken Williams
John Born
Bave McCracken

Mike Darling

Michale Citrin

customer service (NO TIPS!). 708-268-2498 ECG, Inc. advertising 20700 Ventura Blvd., Suite 205 contact: Woodland Hills, CA 91364 818-712-9400 national ad director. **Jeffrey Eisenberg** Jon Yoffie national ad manager. account executive. Karen Landon Suzanne Farrell ad coordinator. new york office. (212) 984-0730

ELECTION CANNEL SERVEY (TISSE 11 SERVEY), CONTROLLED AND CANNEL SERVEY (TISSE 11 SERVEY) (TISSE 11 SER

Audit Bureau of Circulations

# BEING LAST IS NOT ALWAYS BEST...

Ladies and gentlemen, the moment you've all been waiting for: Nintendo's Ultra 64. This system has been SHROUDED IN

SECRECY ever since the beginning, and now **EGM** and all you readers are going to have a look by Danyon Carpenter. Senior Editor

at the future of gaming. (That was hype I just fed you. Did you fall for it? Probably, and why shouldn't you?) Everyone in the gaming community, including this magazine, has been touting the U64 as the most incredible system on the planet, and maybe it is. However, before you get lured into saving every penny you've



got just to buy a U64 (or N64 in Japan), take the time to look at the full picture and listen to what I have to say.

The aura surrounding the PlayStation, Saturn and Jaguar releases has hardly had time to fade away, and yet here comes Nintendo, ready to strut its stuff. Are all of you PlayStation, Saturn and Jaguar owners truly sick of your new systems and must now buy a U64 to OUENCH YOUR THIRST FOR ALL THINGS NEW? TIL bet Nintendo is counting on that. What the are not counting on are the parents who are probably fed up with little Johnny and Jane's expensive habit of getting new game systems. Heck, this hobby ain't cheap. There comes a time when every consumer must say, "VE HAD ENOUGH," While I can't speak for everybody (even though I try), I think many of you will agree with me.

Could there be another repeat of those special offers? You know, "Hey, trade in your crusty, old PlayStation, Saturn or Jaguar and 10 games from these primitive systems and bring home a brand-spanking new Ultra 64 for X-amount of dollars. Hurry, we could use the quick cash!" Sorry, but I've grown quite fond of my PlayStation, despite my earlier reluctance to purchase one. Software companies are showing full support and the games, for the most part, are quite excellent. Besides, TS NOT MY FAULT I BOUGHT A PLAYSTATION because Nintendo kept delaying the U64. I have no doubt Nintendo will stand behind its new baby for a long time to come. I'm sure it will be a good system, but I just don't expect everyone to rush out and buy it for its near \$300 price (unless you didn't buy a new system this year). I'm afraid I'll find myself at home playing my PlayStation on the Ultra 64 launch date. Sorry.



# The #1 comic book is now a hor new video game! A MATCH MADE IN HELL.



A new breed of evil!



Escape Spirit Knight's vengeance: Teleport!



Overtkill™is unstoppable!



Spawn" vs. Violator": **Eternal Enemies** 



Unleash the fury of the full force blast!



Rooftop vengeance!

## VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One and the Lord of Darkness! Your enemies—Violator, Redeemer. Overtkill—are everywhere! Can you survive 17 levels of 24-meg malners? Experience combat in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!



com, Based on material o 1925 food hef-artene Productions, Inc. Spann is a tristement of Tool (of These Productions, Inc.

All Calim

amont Spatem and the official seeks of registered trademarks of Insteads of America, Inc. O 1888 metables of America, Inc.

The knight's a pathological liar.

Rapunzel's schizophrenic.

And Cheech is blazing again.

Forget the sword. Bring a psychiatrist.



## BLAZING PRAGONS

ZING
The pursuit of GONS the crown in the

King's Tournament will have you seeing stars all right. Blazing Dragons"-a warped medieval adventure boasting a freakish mix of voice-over talents like Cheech Marin, Harry Shearer and Jessica Hahn-spills from the twisted mind of Monty Python Troupe member Terry Jones. And between the wicked, kitty-hurling villains and brain-liquifying puzzles, your grip on reality (not to mention self-respect) will be seriously tested.

Available on Sega Saturn" and the PlayStation" game console.



As the evil dragon-morphing Sir George, Cheech Marin shows us there's indeed a cuddly, funny side to vicious, criminally insane behavior.



Bizarre cast of over 40 characters. From syrupy-sweet critters to reduce's hillbilly burders. Like a twisted Bradw/Manson family reuning



Mighway Bingo & Nude Cloe can't hold a candle to the awesome challenge posed by this adventure's tricky puzzles & brain-teasers.



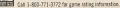
Over 50 scenes with Monty Python-esque sequences/sub-plots. Collect objects to engineer your way into the Princess'...um, heart.







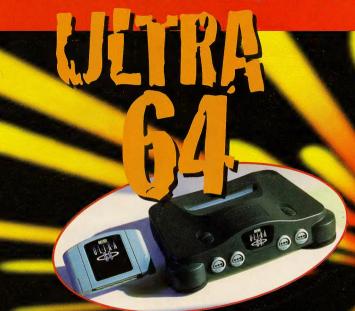








Check out our exclusive coverage starting on page 74.



The long awaited Ultra 64 is no longer vaporware. Now for the first time, Nintendo raises its curtain of secrecy to give the gaming press the first look at what may be the most powerful home system ever. The Ultra 64, powerhouse of the future?



## **Cover Story**

Killer Instinct II graces the cover along with coverage on the Ultra 64 from the Shoshinkai Show! STORY BEGINS ON PAGE 741

# CONTENIS

GAME DIRECTORY INSERT COIN PRESS START CONTESTS

REVIEW CREW
GAMING GOSSIP
TRICKS OF THE TRADE
SPECIAL FEATURES
NEXT WAVE
NEXT WAVE PROTOS
TEAM EGM
INTERFACE:
LETTERS TO THE EDITOR
ADVERTISING INDEX

18-26 32,99, 133 38-48 50 58-68 74-93 96-152 158-171 176-190

## FACT FILES



Genesis 9

Play a tune to stop the enemy in Revolution X.



200

124

204



32X 100
Swing into action with

1

Bubble-bursting fun erupts with Bust-A-Move



Spider-Man: WOF!



JaGuar 130
Build an empire with cute

little Baldies!



SaTUrit 102
Mortal Kombat II bursts
onto this system.



GaME Boy 149 Carry the KI gang in your back pocket!





PLaySTaTion 118
Get off the planet or perish in Defcon 5.



GaME GeAR 142 It's a portable adventure with Tails' Adventure.

## YOU WANT THE GOODS? ENTER THESE

GREAT CONTESTS...
Check out the contests from Playmates, Digital Pictures and ReadySoft! Wanna be greedy!
SCORE SOME OF THE BEST LOOT ROUND IN



Oh what a happy new year this will be for gamers! EGM editors flew to Japan for the Shoshinkai Show to witness the world unveiling of the Ultra 64. As well, they got to check out the numerous games that are being prepared to be launched with the system. We were the only U.S. gaming magazine to have coverage on this event and what an event it was! Check out the 12 (yes, 12) pages of reviews and previews of the new system and its games. It will totally blow your mind.

"No one took a breath during the unveiling of the Ultra 64—it was truly spectacular!"

## THE GAME SHARK TAKES A

Having troubles with Sega Saturn and PlayStation games? Worried that some of the Ultra 64 games could prove too difficult? Datel and InterAct have teamed up to create a new Game Genie-type device for these systèms. As well, InterAct won't leave you swimming alone after your purchase. They are offering opportunities to always get the latest codes, like code updates in our mag as well as a providing newsletter that Game Shark owners can receive!

"If money is tight, interAct has a memory card equal in mem-ory to Sony's except that it costs only \$20."





## Crazies "got a gun"...use music

going to hit the PlayStation soon. The story takes place in an apocalyptic world ruled by a crazy dictator. It's your job as a freedom fighter to stop the Boss, while running through huge levels and trying to save the members of the band Aerosmith. There are numerous features that keep this game exciting, like the new areas and special secrets. As well, choose which areas you want to explore and what actions you want to take!

"You'll need all of these [weapons] to heat back the tide of **es** that relentlessly attac

BLADEFORCE. The year-2110 AD. The city-Meggagrid. A gritty metropolis reeking SLADEPURCE. The year—2110 AU. The CRY—Meggagrat. A griny newropois reaking with the steach of organized crine. Too enter this respond wearing only helicopter (light suit and a big grin that says "Itello Mr. Criminal. My gun is bigger than yours." You fly in real time. Two fire in real time. They die in real time. Howe a real good time. Features: 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoet. You spew. Pack the Dramanine. 16,000 true 3D objects. 28 insistants and 7 crime infested levels. Buy the game, get the motion sickness free.









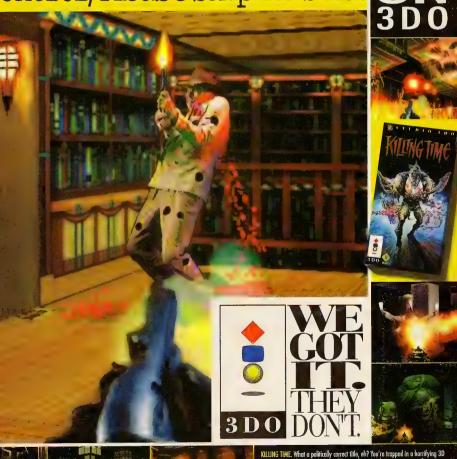














KILUNG TIME. What a politically correct title, eh? You're trapped in a korrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've get to shoot first and catch you breath later. To salve the mystery, listen to the ghasts for claes. You'll have to call an your wise, call an your weapons or call for en argan donor if things go south. Features: 16 horrific enemies (anh) 3DO could get 7 genuine ghosts on videotype). So yournatural crees to discover and orgon you goes to explore. Requires use of the head, if it hasn't been blown off already.









## You know that dream you're always had of playing professional





To find the control of the control o





## sports? Well, it's not a dream anymore. It's a nightmare.



you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL FACE OFF" and you're on the field with NFLGAMEDAY." The Sony PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from

If you're not blocking a 100-mile-an-hour slapshot.

SONY scoring on you at will. (After all, the players



follow your stats (no matter how pitiful they are)

throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

URO





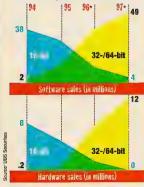


THE BEST VIDEO GAME NEWS



## the numbers

Current and projected\* overall software and hardware sales signal the end of the 16-bit era.





## Sonv

Forecast: Sony's strong marketing arm gives it a slight edge in 1996, but can the PlayStation battle 64-Bit systems?



## Sega

The Forecast: Should the Saturn falter in the face of Sony and Nintendo, Sega could very well dump its hardware manufacturing to someone else and focus on software publishing on various platforms.



#### Panasonic

The Forecast: This electronics condomerate has the money and marketing power to sell the M2 to a mass market. But it's betting a lot on other parties such as 300 to churn out killer games.

## Four Systems, One Market: Who'll

hen there are too many cooks in the video-game kitchen.

someone's liable to get burned come Christmas.

In the meantime, the top four video hardware platforms slated for 1996-the Ultra 64. the Saturn, the PlayStation and M2-will coexist in an unstable market that no one company will dominate this summer

That's the conclusion reached by company officials and industry analysts as they look toward 1996; a year in which 16-Bit systems will walk into the sunset and the nextgeneration systems will rise.

#### Who's in charge

Analysts agree that the 1996 market will decline as the shift from 16-Bit goes into full swing. Aside from one or two big titles, many developers will abandon Sega Genesis and Super NES development.

"Under the most likely scenario, we see a split of "I won't lie to you. we screwed up with 32X. We overpromised and underdelivered." -Sega's Mike Ribero

"We don't think (ētari has) a chance, not a prayer. It's too little, too late aow." -- Analyst **Bavid Cole** 

"It wouldn't surbrise me if Sega pulled the plug on its hardware system." -Analyst Mike Wallace

the marketplace for the next-generation systems," said market analyst David Cole. "Basically, four platforms will survive-the Ultra 64, assuming Nintendo will deliver as promised; the Saturn; the PlayStation and 3DO will continue to have their foot in the door," and widen that foothold should the M2 win acceptance.

Analyst Mike Wallace of UBS Securities suggested that Sega may exit the hardware business altogether in favor of software titles. "Now that Matsushita has decided to go with the M2 full force, it wouldn't surprise me if Sega pulled the plug on its hardware system and developed for someone else, maybe the M2.

"I don't think the Saturn's going to last," he added. Sega officials would not

comment on such a prospect. On the way out

Analysts are putting the Atari, CD-i and Genesis 32X systems to rest in 1996. "Atari, we don't think they



## Nintendo

The Forecast: Make no mistake, the Ultra 64 will sell like hotcakes if it's delivered with a \$250 price tag. But a higher price and expensive carts could prevent the system from reaching blockbuster sales.

## Win It All?

have a chance, not a prayer," Cole said, "Originally, we said if they could back up the Jaguar with quality software in '95 then they could do okay. But it's too little, too late now.

"I don't give them much of a shot," he concluded. As far as other platforms go, analysts said Neo•Geo will remain a niche market in danger of folding, and Bandai's multimedia Pippin system will prove too expensive to market as a video-game console.

Neither Atari nor Sega officials say they are giving up on the Jaquar or 32X systems.

"We haven't abandoned the 32X." said Mike Ribero, Sega vice president of marketing, "I won't lie to you, we screwed up with 32X. We overpromised and underdelivered." However, Ribero contended that Sega is evolving its game library to sustain the 32X market in '96.

## The major players

Both Sega and Sony will remain neck and neck.

(Continued on Page 20)

## INTERNET SATURN UPDATE

Net access via

the Sega Saturn

makes sense in

Japan, but some

obstacles in the

U.S. market

could hinder

a widespread

release.

modern software and keypoard) and investigating expanded

neation, according to a Sega of

The peripherals that would hook ingether in a special package that

. U.S. version of the Internet Saturn

product is being driven in Japan ew home PCs allowing people to sookesman As a result dapanese

However, Stevens did note several of Sega of America's product developers are researching the product, and its leathe middle of next year to find our Sega's U.S. game plan Japanese carmaker Nissan will use Sega Satums to new selfits cars, by placing the 32-Bit systems in 3,000 dealerships

The Saturn system will replace the older method of playing sales videotapes. Furthermore these Saturns will be linked up to the internet so shoppers can access Nissar & Internet



Virtual-reality peripheral maker **VictorMaxx** Technologies will create a series of entertainment centers based on Steve Jackson's Car Wars game. The company plans to set up a prototype site in Chicago in 1996, which will let gamers go head to head in a racing combat game (tentatively named Autoduel). Additional plans call for development of a PC CD-ROM game that will allow. online play to the site from home. Should the Chicago site prove successful. VictorMaxx will set up other centers in other major cities.

**3DO** has promoted Chief Operating Officer Hugh Martin to company president. The move coincides with a \$100 million

deal with Matsushita for the 64-Bit M2 system technology, "Hugh played the central role in successfully building our partnership with Matsushita." said previous President Trip Hawkins, who remains chairman and CEO. Martin will oversee technology development and overall operations, while Hawkins will focus on software development, he said.



The star of the Segre Saturn game Bug! could be making his way to the television tube. Segm has talked to Nelvana, an animated television show producer, about a possible acting gig for Bug. "Bug! certainly has the potential to be a defining game-and character." said Saturn product manager Sarah Mason Richmond, According: to Sega officials, Bug's rising popularity has prompted them to create a special Bud! Web page that can be



Cotopuit has taken

found at http://www. segaoa.com.

its XBand game network technology to the PC, specifically targeting Windows 95 and Intel Pentium users. Joining XBand in the effort are three big-time game makers that are creating XBand-compatible PC games: Capcom (Super Street Fighter II), Accolade (HardBall 5) and Zombie (Locus). The software developed for XBand will allow users to access online news, track statistics and match up with other players with similar skills.

(Continued from Page 19)
analysts predict.

"The problem Sony has is being a large corporation, there's a lot of internal strife over the marketing of the PlayStation," suggested Cole, who disagreed with other analysts regarding Sony's perceived edge in 1996. He contended Sony's software publishing credentials remain a question mark (although Sony officials are more than happy with its in-house titles thus far). Wallace believes Sony will continue to outself Sega.

Meanwhile, the M2 and Ultra 64 will remain the wild cards. 18





#### Four Systems, One Market: Who'll Win It All?

If Matsushita can unleash its full marketing might behind the M2, "they could probably do a killer [sales] job," Cole said. "I'm skeptical how they'll do in terms of backing it.

"Nintendo is used to having

the dominant market share, but they won't have that anymore even in the best-case scenario" with the Ultra 64, Cole said. The \$250 price point will make or break it with gamers in 1996, he added.



# THUMB BREAKS FOUR WORLD RECORDS



Ce ebration spuls over into streets after Thumb topples fourth world record in two days

➤ The living room- At

exactly 8:37 p.m. ET, the

blue guy crossed the finish

line nearly two minutes

By COURT CRANDALL



say, is history.

ahead of the red guy in Val d'Isere Skiing and Snowboarding to topple Thumb: "m no hera, the fourth world record in I'm the same extremity the Tourus world record in I was two days ago." two days. It started Friday night with a record-breaking 140 points in NBA® Jam™ Tournament Edition, followed only hours later by a new speed record in Super Burnout." "There is no 'I' in "HAND," Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium

▶ The deal- Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations. Prichard cited the discrepancy between his client's salary and

reign in Supercross 3D. The rest, as they

those of other much less valuable body parts like the big toe, guaranteed \$5.6 million per year, and the right eyebrow, which earns a cool \$6.2 million plus incentives.

▶ The injury- "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

▶ The system - After the tickertape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



I'm proud to have eft a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

## How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology





NBA JAM<sup>M</sup> TOURNAMENT EDITION Thumb shoots 76% from field as





URNOUT Riding one of six custom bikes, Thumb sed record At 143 mph, he's the fastest digit on the pli





VAL D'ISERE SKIING AND SNOWBOARDING\*\* Thumb narrowly avoids





SUPERCROSS 30<sup>th</sup> Overcoming serious cramp, Thumb catches air as he sweeps all 14 supercross titles.

A to a gain humaner (done the BS and olds here inclinate and in Europhic are and rolls from the BS and olds here inclinate and in the product are and rolls from confidence and in a not thou sound. The third is a confidence and in a not thou sound in the third is a class of a sound in the confidence and the sound in the confidence and the sound in the confidence and the co

An investment group that includes 5egg Corp. has injected several million dollars into Integrated Computing Engines, a firm that does computer and virtual-reality technology research and development. Segul is trying to hammer out a deal with IGE that would give it dibs on any developing technology that could emerge from ICE's endeavor. and apply it to future Segm products.

The Atori Jaquar hasn't exactly lit up its competition, but that hasn't dissuaded the company from opening up the nation's first Jaquar Mall Store in Longmont, Texas. Atari teamed up with computer retailer RUN PC to open the store, which uses hands-on demos and displays to sell Lynx and Jaguar products.

Runner-up Rob Lewis, 12, and winner Mike Dobbins, 19, emerged as the top two players at the "National Primal" Rage Video Game Tournament" in October at Six Flags Over Texas. The event was sponsored by Time Warner

Interactive, which is publishing





If Ignorance
Is Truly Bliss,



You're Looking
At The World's
Happiest Guy.

All post of the control of the contr





He believes in truth, justice and that Elvis is alive and prowrestling is read. He's Captain Quazzir, with a body of solid rock and a band to motch— and he's only on 3DO." Brandish big veneous, shoot big criminost, and gut it big... boows from the Intergalactic Police!



Dutstanding, action-packed gameplay, similennous two-player shooting with tors of targets to biast; Explore 10 big levels on 3 crime-infested planets. Each world chellenges you with new missions and a bevy of drug runners, terrorists and felons.





It's no easy feat when **Nintendo** boasts sales of video games like McDonald's does with hamburgers.

Over 1 billion served: That's the landmark number the company reached in October of how many video games have been sold since the first Mario game came out in the early '80s.

Roughly half that number comes from NES cartridge sales worldwide, while the other half comes from Super NES and Game Boy game sales.

According to
Mintendo, the
billion mark means
the company has
sold games at the
rate of three per
second of every
minute of every day—
for 12 years running.

Papyrus Design Group, which has made a name for itself in the PC car racing field, is porting over two of its best titles to the Segs Saturn and ony PlayStation. spokesperson. tor Virgin.

Interactive, which publishes Papyrus' games, said NASCAR Racing will come out for the PlayStation, and IndyCar Racing will come out for the Sega Saturn. Both games are due for a release sometime later this year.

## CD provides hi-fi workout for audio systems

ooking for a new way to show off and at the same time test your stereo system that you use with your PlayStation or Saturn?

Mobile Fidelity Sound Lab, makers of high-end audio test CDs and other audio products, has developed the Sound Check CD, which sells for \$40. The audio CD has more than 90 tracks with dozens of standard audio tests such as frequency and range. Also included

are music tracks and special effects such as jet flybys and thunderstorms. The CD itself is straight from a master



recording, burned onto 24K gold. Needless to say, the quality is incredible.

Originally intended for audiophiles, the CD would be a big help to

gamers who want to check the audio capabilities of their video



A Mysterious Murder.
A Doomed Planet.
An Angry Alien.
Welcome to

## STAR TREK

DEEP SPACE NINE HARBINGER



A powerful plasma storm has rocked Space Station Deep Space Nine™: As a Tirrion envou for the Federation, you join forces with Sisko, Quark and the Deep Space Nine crew in a fierce struggle to save the DEED. Space Nine Space Station. From a startling first-person perspective, you engage 3-D battles with deadly drones, and solve a Deep Space Nine Space Station murder to prevent an alien race from destroying a Federation-Allied planet.

May the prophets walk with you.

Available for PC and Macintosh® on CD-ROM



To order, visit your nearest retailer or call I-800-469-2539.
Visit our web site: http://www.viacomnewmedia.com



## **ESTART**

## Special cards offer a whole new ball game

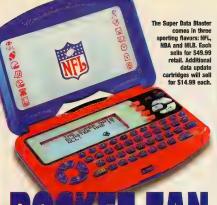
baseball heading cards has seanched out into the cargather malks with the cargather malks with the cargather malks with the car-

The sollecture can be a soluted to be a shapers in the collecture of the canadar Players in sign he canadar players in sign he canadar well-balance in canadar sonle major league all stats inter put he heaps on the field of basic parather partners.

Special markings on a raise and a spinning discontraction of the particular contest with the particular contest wi

Also out is a footbar to game called "Bed Zone Deutze care sels relatific \$20" basic sels relatific and adjusted expansion sels far \$20" or each





## **POCKET FAN**

## Sports and More Are Just Fingertips Away

iger's Super Data Blaster caters to sports fans who need quick access to sports statistics.

"It's like carrying a book of statistics around along with the other options," said Dan Sabato, product manager for the Super Data Blaster. "It really gets a kid involved and up to date" on a specific sport.

The Super Data Blaster comes in three themes: NBA, NFL and MLB. Each contains in-depth stats on current players. Also included are functions for fans to inventory their sports card collections and type in their personal

stats for calculation. Another feature lets fans put together and coach their own teams—a big aid for those into fantasy leagues.

As expected, each model has a built-in game. For baseball, it's a home-run derby. For football, it's a quarterback challenge. For basketball, it's a horse/three-point challenge.

The Super Data Blaster also has a built-in calendar, address book, calculator and message sender or receiver.

Additional cartridges sold separately will allow owners to load updated season stats or statistics of past and present stars.



## Another Macross Plus music CD

apanimation fans can feast their ears on the recently released "Macross Plus Original Soundtrack I.," which features more music based on the Macross Plus film.

The Japanese movie is loosely based on a popular animated TV series known as *Robotech* that took hold in the United States during the mid-'80s.

Songs on the CD run the gamut, from high-energy dance tracks to moody, introspective ballads.

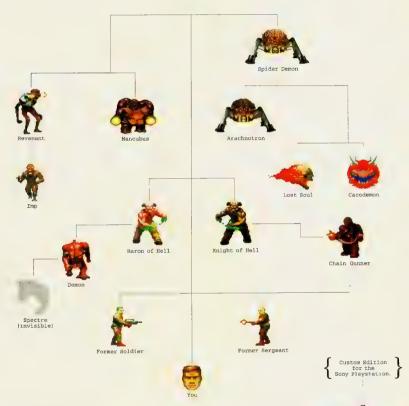
JVC Music, which is bringing out the CD for \$15.98 retail, already has released the first Macross Plus soundtrack. Also from JVC Music is the soundtrack from another popular anime film, Akira.

To order any of these CDs from JVC Music, call (800) 582-1386.



## An introduction to the hierarchy of Doom.





Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.









# EITHER WAY ... YOU'

#### Features

Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!

Blast across three grueling mountain courses in whichever direction you prefer!

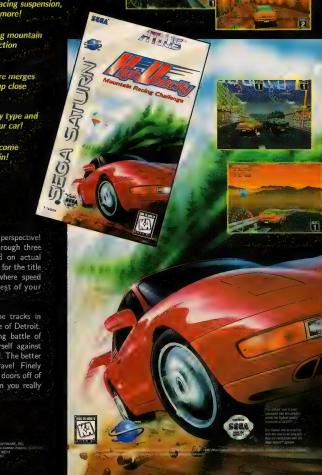
 Unique split-screen feature merges when racing action gets up close and personal!

 Customize the color, body type and engine components of your car!

Get the best time and become the King Of The Mountain!

Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off of anything on the road — but can you really handle THAT much power?





# RE GONNA SCREAM!

In the near future, Moonbase 'HAMLET' is overrun by alien invaders from an unknown source. The AMAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists to deal with the situation. Your way of dealing with them is to use the latest in high tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon Explore the cavernous moon base in this gripping RPG/Action dramaand get set for anything! You'll face challenges as: both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Triformula Griffon into the toughest fight this side of









the Milky Way!













- Your armor adapts into three super powered formations. Combat. Assault, and Cruise!
- Collect multiple weapon enhancements to super-charge your Griffon!
- Obtain vital clues for the key to surviving your next assault!
- Scan enemy aliens to learn their deadly potential before you engage in combat!
- Multiple weapons arrays allow you to customize the fight to your style!

PleyStation, the PlayStation logo, and the PS topo are trademnerses PARTHER SOFTWARE INC. All Rights Reserved, Publish in Biomark of Alius Software. Inc. Call 1-800-771-3772 for Game Pr

Computer Entertainment Inc.
Software: Allus is a registered

Sex. Drugs. Violence. Weapons. San Francisco.

Men In Tights.

Tracy Scoggins (Dynasty, Lois & Clark) is New York existent DA tara Calabrezae - the long arm (and legs) of the low. One of 20 suspects is out to sauff her. No wonder her fuse is shorter than her skirt. Guns, guangs, strippers. Quick. Somebody frisk me.

A must own for leard-core shootists.
A smorgosbord of violence. Sonr, explore and shoot the smores out of anything liter moves for is dumb enough to sit still). Huge 30 world, huge missiles, huge fun. Fly anywhere, shoot anything. You choese. It's the American werk.

sa whatertaste arampuose, of family values came upwith this collection? The developers with a morahigh-fiber diet. Studio-300, that's who, Gaming aeriuses that have geneded more solid hits the last. Viscan fight.

See your favorne retailer of to order direct call 1280023363506 or look us up on the Web. www.3do.com



3 D O

300, the 300 logos, BallieSport, Captain Quezar, Golden Gate: Tressure by the Bay, Phoenix S, Snow Job and Star Aghler are tras

EASURE BY THE BAY ONLY ON 3DO PHOENIX 3 ONLX ON 3



















Someone left more than their heart in San Francisco. It's hidden treasure, and na Tony Bennett around to kelp you locate it. Decipher pazzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bey. Like MYST? You'll love this.





"Look! Up in the sky! It's a rocket!"
No, it's a grown man in very snujj
lights. Meet Captain Quazar - the
sumbling superhero with powers for
beyond mortal men (and brains for
bedrow). Battle evidence with an
arsenal of weapons and the wits of
the writess Captain.

10 / 10 Tu



Like great space combat and bitchin' wespons? So do we. As hero Derek Freeman, you must locate starships and brove pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a ward no word, no.



ETAPIN QUAZAR <mark>only on 3do golden gate:</mark>

## CONTEST TA DIE FOR



Just send a postcard with your name, address and phone number to: A CONTEST TA DIE FOR!, ReadySoft Incorporated,

3375 14th Ave., Units 7 & 8, Markham, Ontario, L3R 0H2, CANADA

## GRAND PRIZE:

A Sony PSX entertainment system, complete with a copy of BrainDead 13 for the Sony PlayStation! Enjoy hours of fun, thrills and laughs with Fritz, Lance & Dr. Neurosis.

## FIRST PRIZE:

A BrainDead 13 Crew Jacket! Feel Like one of the animators with your own leather crew jacket. The melton leather jacket has the BrainDead 13 logo with Fritz embroidered on the front and Fritz in all his glory, emblazoned on the back.

## SECOND PRIZE:

A "Fritz Breaks Out" T-shirt with the matching BrainDead 13 baseball cap. Both are cotton with Fritz being the star!



• PC-CD ROM • SEGA CD • 3DO • MAC CD-ROM • MPEG • SEGA SATURN • SONY PLAYSTATION •

\*\*PECCE ROM\*\* SEGA CD\*\* 300 \*\* WACC CD-ROM\*\* MPEG \*\* SEGA SATURN\*\* SONY PLAYSTATION\*\*

Chartely facility 100 - Interview intev AR South Reserved. ESM is a registered tradement of Sendel Publishing Group, Inc. (C1995 Sendel Publishing Group, Inc. At Rights Reserved. Printed in J.E.A.







# \$ EASY \$ MONEY

## EGM BRINGS YOU BIG SAVINGS EACH AND EVERY MONTH

Take advantage of exclusive savings from Data East, Aura, Cataguit and T-HQ. The number one provider of info on the video game industry goes one more step to give you savings on the games themselves!

#### Data East's Defcon 5 &

Creature Shock: Special Edition, Institute an envey of beasts while trying to sake the mystery of the survey shp—which is fracting sinkestly in space on a mission to find a new world for Earth to cloute. Detail that action game features spectracials half-scream, 2-9 readewed, ray-broad animation. Wor'll find fast-special space shooting and combat which makes the exciting, varied game pipk. Experience the suspense of this game, heightened by atmospheric makes and sound effects.

If you're looking for a captividing space adventure featuring an incredible diversity of span legs, the Dieton Si is far will A rick, involving stary line will engines conditioned players and draw them in to exciting, Null-motion video sequences coupled with limit-typerson action, 360-4 degree space shooting and ray-twiced graphics. Players must discover who (or within to behind the selenting at the space station, while surviving the continuous enemy on-slungiti. It's visually eluming and addicting!

#### Aura's Interactor" Vest

Imagino feoling the rear of a jet engine, a brakestnall hitting the hardwood, the lighting lass and facts of a merital art's waverier, and this splin integling accitament of leaser blasts hitting your spacecraft. With the amazing Jairo Interaction. We specially use the lease the games themselves. Simply stray on the adjustable Interactionally and the special part of the authorization of the splin on the adjustable Interactionally any gaming system and start to feet the experience. The hardworder "Lease Counter the scans with cistom connectives to book up to SERATM GERSISTAM and SUPER NAVIENDO EVITEXTRANSPETT SYSTEMS." The power amplifies to the now not of sensitivity of systems and supers Navience and sensitivity of the street performance to a particular game. So order the interaction." West performance to a particular game. So order the interaction."

#### Catapult's XBAND

NRAM is the world's only Vileo Game Network for your soaps "\*Genesis and super NEXO» Play Mortal Kombat" II, NNE,0°SS, NEL 98, Super Street Fighter" III, Nadion Ni-O BS, Nadion Ni-O BS, Kilen Pastort". Nadio-Jam and other exciting games against commons across town or across the country. It's enter like purifish the sundais of the nation's most victors gamers right he your siving recent you can say the NEAMO Video Bame Medien at Richardner Video stores, Tuys R III, Software Etc., Electronics Boutique and Shabages for only 13-98 foll receipt for the utilizate Video stores, Tuys R 13-98 foll receipt for the utilizate Video stores only pomiss a sky, And, with this special mellin of the, you get a time VRAMO Shaff, Act now, With explores later III of the you get a time VRAMO Shaff, Act now, With explores later III.

## Black Pearl's URBAN STRIKE": The Sequel to Jungle Strike This year is 2006 and you are the leader of the UN Special

This year is 2006 and you are the histore of the MS Special Process bill. Year mission is to prevent a takeover of the U.S. sover-mant by the ruthless media mapul and political maverick, MR. Missions and his provide a runyl Command the most technologically advanced militarry vehicles and visapona evaluation. Complete 44 challenging missions in 10 provenpoledel levels across land, see, jungle and dry trevals. Ultimately, uncover Missions threasonous plot and face him 'ramy to army' in a battle to rule the world!

# SAVE \$ 10 ON THESE AND ANY OTHER TITLE AVAILABLE WHEN YOU

DATA

BUY DIRECTLY FROM US AT DATA EAST!

CALL (408) 286-7080 EXT. 23 OR
SEND IN THIS COUPON TO DATA EAST

SEE BACK FOR DETAILS

ELECTRONIC GAMING

## Don't let video game boredom ruin your day.

\$1000 Rebate



Help is here. Just strap on the Aura

Interactor, and you'll feel the punches, kicks and explosions from all your video games. And with this rebate offer, you can feel it all for \$10 less.

The Interactor is now available where video game products are sold NIERACTOR.

Mail-in Certificate - Expires 3/31/96

## Claim your free XBAND watch today!

Buy an XBAND™ Video Game Modem (Sega™ or Super Nintendo®) and get an XBAND watch FREE! Hurry, while supplies last!







AVE

SAVE \$5.00 ON URBAN STRIKE"
FOR THE SUPER NES!!

Order direct from Black Pearl Software to take advantage of

this special offer!
Call 1-800-4-FUN-004
anytime to order with
your Visa or Master Card.

COMING SOON FOR NINTENDO, GAME BOY AND SEGA GAME GEARI



ELECTRONIC GAMING MONTHLY



Buy directly from Data East and receive \$10 off Dark Legend or Defcon 5. Call (408) 286-7000 ext. 23 for instructions on how to order or send this coupon along with a money order or check in the amount of \$49.95 (No cash please) to:

Data East USA, Inc. 1850 Little Orchard Street San Jose, CA 95125

 Name

 Address

 City

 State/Zip

 Game:

Shipping and appropriate, sales tax will be paid by Data East. Offer good only while supplies last. Offer valid in the USA only. Data East assumes no responsibility for lost, late, illegible, incomplete or postage due mail. Offer void where prohibited by law. Please allow 3-4 weeks for delivery. This offer is subject to change without notice.

Defcon 5 is a registered trademark of Millennium Interactive, Ltd. 1995 and licensed to Data East USA, Inc. Dark Legend is a registered trademark of Data East USA, Inc. © 1995 Data East USA, Inc.

## The Aura Interactor™ Mail-in Rebate Offer

## Want \$10.00 back? Here's how you do it:

SEND: • This form, complete with all information

Daytime phone

- This form, complete with all information
   The UPC Code from your Interactor box.
- Your original store-identified cash register receipt with purchase circled.
- MAIL TO: INTERACTOR \$10 REBATE OFFER
  - AURA Systems, Inc. P.O. Box 2306 El Segundo, CA 90245 (800) 909-AURA

NAME

Please print

Age

ADDRESS (REQUESTS FROM PO BOX ADDRESSES WILL NOT BE HONORED OR RETURNED)

CITY STATE

ZIP

### REBATE OFFER MUST BE RECEIVED BY 3/31/96. ALLOW 6 TO 8 WEEKS FOR REBATE.

Not valid with any other offer Void where prohibited, Limit one rebate per household. Requests must be forwarded in an envelope with sufficient first class postage. Photocopies not accepted. @1995 AURA Systems in:

#### Free XBAND watch offer!

To receive your XBAND watch: 1. Fill out this coupon completely. 2. Attach your valid, dated sales receipt that shows that you purchased an XBAND Video Game Modem between December 20, 1995 and February 10, 1996. 3. Cut out and attach UPC code and any XBAND logs from your box and send them along with your completed coupon and sales receipt (originals only, no photocopies accepted) to: Catapuit Entertainment, Inc., 20823 Stevens Creek Bivd. #300, Cupertino, CA 95014, Dept. XBAND Watch - EGM

Phone:

Item Purchased (circle one): Sega XBAND

Super Nintendo XBAND

Place or purchase:

Ofter good through February 1, 1996 or while supplies last. Coupons must be postmarked by February 10, 1996. Ofter only available in North America. Void where prohibited. Please allow 4 4 to 8 weeks for delivery. Trademarks are registered to their respective companies. Cataput Entertainment is not responsible for merchandles breekspe or loss through shipping.

To get \$5 off URBAN STRIKE" call I-800-4-FUN-004. Ask for "Ext. 80" and mention EGM's "Easy Money" \$5 savings.

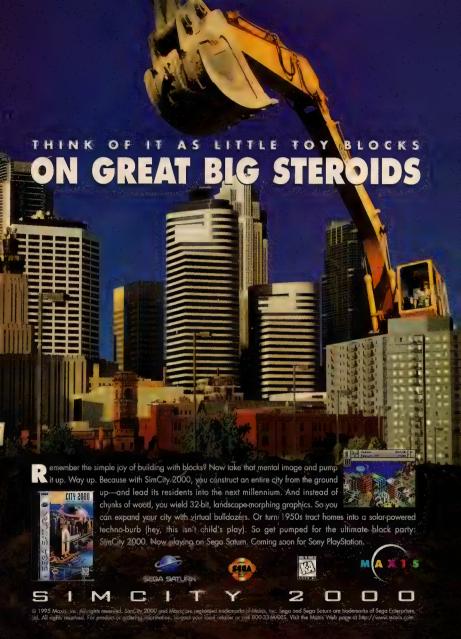
Experience the fun and excitement of this action packed adventure --Have you Visa/Master Card ready when you call to place your order today?

SEE THE SAVINGS...

REGULAR PRICE: \$65.95 SPECIAL PRICE: \$60.95

Offer good only white supplies last and subject to change without notice. This offer is exclusive and cannot be combined with any other offer(s). Please allow 4-64 weeks for delivery. Offer expires April 1, 1986. 6 1985 Electronic Arts. All rights reserved. Jungle Strike<sup>144</sup> and Urban Strike<sup>144</sup> are trademarks, and Electronic Arts and is logo are registered frademarks of Electronic Arts. Black Pearl Software is a trademark of 17HQ, Inc. 6 1985 THQ, Inc. Super NES9 is a registered trademark of Nithendo of America inc. Segar <sup>14</sup> is a trademark of Sega Enterprises, Ltd. All rights reserved.











### THE REVIEW CREW



#### **ANDREW** haran

**Current Favorites:** Twisted Metal WarCraft

operBoy has been cruising the Net. looking for into on his girlfriend's computer. He's found some cool info and a few people he'd been wanting to ger shold of "Another Net lunke"



#### MARK lefebvre

**Current Favorites:** X-Com WarHawk 11th Hour

andy has vowed to never purchase mother PlayStation game until he's inished the ones he's bought. Unform ately, it looks like he's going to be muck playing for about two years



#### MIKE desmond

Current Esverites: WarHawk SF: Alnha Command & Conquer

Roach is really mad. Someone stole the you're out there, you'd better watch ut. There's nothing more derigerous an an angry Desmond



#### SUSHI-X

**Current Favorites:** SF: Alpha Ultimate MK3 X-COM: TOTO

schionable clothing entitled "Shado Wear." The ensembles include wasks. swords and an ever-attractive, two

The reviews that are published in EGM are created after each gamer on the riew Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product originality and challenge (how long k takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

#### playstation

### X-COM **IIFO DEFENSI**

microprose



category:

release date: Now

Strategy challenge:

back-up:

Adjustable

ANDRE

M

**Memory Card** 

X-Com's graphics may be only average, but its in-depth gameplay and terrific strategy will win you over. The difficulty may be a bit extreme, but you can keep going back to it. The range of m ssions and the diversity keep it fresh every time you play. While my cohorts may enjoy using the mouse, I like the controller better. X-Com is a must buy. There is so much to do, you really get your money's worth. You can keep playing this one for months. Hard as hell, but great

If you only could afford to buy one game for the PS over the next-year, X-Com would be it. It has t all and then some! This PC port-over has the same look and feel as the original, especially when accompanied by the new PS mouse. The best way to describe the intense strategic level of X-COM is to compare it to playing five games of chess at once., blindfolded Plan on setting a couple weekends aside when you fire up this extremely addictive title.

At first glance, you would think X-Com is just an average game due to the graphics, but that is incorrect. The game is like chess with a pulse. Indepth strategy and varying enemies with a fferent attributes are what make this game worthwhile and fun to play. The interface is tedicus and difficult to use with the PlayStation controller, but the PlayStation mouse makes it easier. Any person who likes strategy games will fall in love with this title.

Although this game is nothing more than the computer original converted into the PS format, t remains one of the best strategic games avaiable for players looking to spend many nights in front of the tube. The graphics are superb and the cinemas added since the computer release real liven it up. Control with the keypad is a good adaptation, but the PS mouse is the preferred way to get around. X-COM is perfect for players with compulsive save-itus and a lot of patience

**Load Time** 

**Worst Feature:** 

X-COM, X-COM II-PC Also Try:

super nes

### **REVOLUTION X**

acclaim



category:

Adiustable

Action Now challenge: back-up:

None

This game has the best audio and voices I've heard on a 16-Bit system. All of the voices and sounds of the arcade are reproduced nearly n fectivy The graphics are poor, with most of the detail from the arcade missing. The hidden band members are in their oht places, but some of the more obscure secrets are missing. The Bosses are near impossible to beat. After a while, you don't know what you have to hit, it coesn't flash or anything You should rent it first.

When an arcade-to-home translation is made for a game such as Revolution X, a few things should be considered. If the gameplay, graphics and overall feel of the game will be lost during the process of porting over, then it shouldn't be done in the first place! This is another title that was brought out too quickly in the hopes of merely making sales off the title itself. Rev-X could have been done a lot better, and it should head back to the drawing board!

The voice and music on Revolution X are possibly the best I have heard on any 16-Bit platform. The graphics are a completely different story, though The grainy, non-detailed enemies and structures are its downfall. The control of the cursor does not handle as we, as it should, and the only way you can tell you are taking damage is by looking at the life meter. Fans of Aerosmith or the arcade game might en ov this title. But those who want a great shooter, rent Revolution X before you buy it.

While the sounds boast some great digitized speech and rocking tunes, the graphics are way below par. This arcade port just didn't translate very well graphically and this hurts the game Also, the lack of a gun makes the cursor movement awkward and slow for this type of game does retain a lot of secrets and playability of the arcade version, but its sluggishness and grainyooking graphics are just too much for me to get nto this game

**Best Feature:** 

Graphics

**Worst Feature:** 

Other Platforms Also Try:

### FINAL FIGHT 3

capcom



category:	release date:
Action	Now
challenge:	back-up:
Adjustable	None

The Super NES is finally showing its age with titles like Final Flight 3. It isn't that the graphics are ban, it's that they are just 'there. This game just wasn't exciting. Sure, there are some more moves and new characters, but I got the feeling that this was more of the same. The Two-player Mode was a good addition, but the ensuing slow down really hampered the gameplay. The control wasn't precise at all, and it dien't have an arcade feel FF3 is a renter only

There are a lot of good qualities about FF3 that should be noted. The graphics are above aver age, the sound is exist and the new super moves are a nice add ton to the game. Also, the ability to have the computer join in as a second player is a very unique idea for a side-scrolling flighting game. The only problem is that the whole Final Fight series is getting a ritle too old to pump my adrenatine anymore. Please con't fell me we month be in for a Final Final's Tyrob Edition.

The Final Fight series is getting old quockly Granted, the new features like the Two-player Computer Mode and special moves for the characters are a nice touch, but repetitive enemies and backgrounds plaque this game. The game does not have the look or feel of the arcade as the char. Final Fight game due, possibly due to the "biah" graphics Sorry to say that Final Fight was good in the past, but nowadays, it's just old and borino.

As a longtime fan of the Final Fight series and the genre as a whele, I'm sorry to say that the third time isn't a charm. In fact, the gameplay is getting far too repetitive I like the previous version, but it's ust the same reoccurring enemies with a tew extra meyes. The new options like the spenal moves, super attack and computer ompresating as a second player are good-but not enough to make this game original. It plays relatively well but needs a redespin, not just a facetif

Best	Feat	ure:	Special	Moves

Worst Feature: Same Old Stuff
Time To Complete: Medium

Also Try: Final Fight 1 and 2

super nes

### **MORTAL KOMBAT 3**

williams ent.



category:	release date

righting	MOM
challenge:	back-up:
Adjustable	None

If you haven't upgraded your system yet, MK3 super NES is the best 16-Bit version of this game. The graphics are close to the arcade, and the voice isn't hall bed. The control is pretty good, but a few of the combos from the arcade have been left out. The computer Al on the Super NES version is tought. The computer will kink your but. The egoles to play as Musero and Shao Kahn are nice touches. MK3 is a good translation. Upgrade or get the Super NES version.

You can only expect so much from a 16-Bit system when it comes to porting over an arcade game as complex as MK3. This version may be a bit on the weak side when it comes to the graphics, but it excels in every other reategory. Critical site most important feature of this type of game. This translation may not be perfect, but it is well worth every penny when it comes to a 16-Bit cartridge. MK3 for the Super NES comes in a close second to the near-flawless PS version.

Of the 16-Bit versions of MK3, this is the best. The voice and control are not half bad, but the occasional combo is missed. The attitibal intelligence of the computer re-multitude of options and tricks that can be used in Mortal Kombat 3, like playing as Motaro-and, Shao Kahn, is a nice touch, if you own a Super NES, and like Mortal Kombat 3 in the arcade, definitely check this game out.

Of course it doesn't look or sound as goods as the PlayStaton version, but for 16-Bit it sure aid a good job. The combos and techniques work relatively well and play close to the arcade original its strongest port is the addition of look of special options and flags letting you do a multi-tude of things from playing as the Bosses to togging fatality times Graphically, it won't leap out at you if you're used to the PS version, but it plays we with only a few snags

lest Feature: Playabilit

Worst Feature: Small Characters
Time To Complete: Medium
Also Try: MK3-Arcade

genesis

### TOY STORY

#### disney interactive



category: release date:

Action Now

challenge: back-up:

Moderate None

If you want a game that can really show what the Genesis can do, check out Toy Story. In terms of graphics, this game rivals the Saturi's Clockwork Kriight. The control is a tittle bit awkward and not precise at all, however. The levels vary in difficulty from mindlessiy easy to near impossible. It hand to tell whether tipis-was meant for kills or hardcore gamers. These players out there who are still holding on to their Genesis should consider his one.

was very impressed with the graphics of Toy Story They're some of the best that I've seen on the Genesis in a loilig time. Upon playing for the first time, I thought for sure that this was going to structly be an easy children's jame. But after throwing the controller a few times, I realized that players of an ages can join in on the frustation.' Thurnbs up for the graphics, and thumbs down for the loose control Toy Story will be a good rental to see if it's your knot of game.

Just like the move, the look of Toy Story is great eye candy. The graphics are possibly the best I have seen on a Gerlesis. However, the control is awkward and loose, which takes time to get used to. The levels vary from easy as hell to inseanely difficialt, which can become amazingly frustrating. The different levels like the overhead driving level do a good job of breaking the monotorny of the side-scrolling levels. O'verall, Genesis owners should check out this great-looking agme.

Most movie-to-game translations don't work very well. However, tins, time they succeeded in making a visually appealing pame that is very colorful and reminiscent, of the movie. There is a good variety of levels but they can get realty tough quickly. Fortunately, you can furn off the Story Mode after you've played it a coupie of times. Its one downfall is the quirty control, especially in using the york. Or crisill, it looks better than it pays and is geared toward veletarn players.

**Best Feature:** Multiple Engines

Worst Feature: Pullstring
Time To Complete: Medium

Also Try: The Movie

category	/:	rele	ase date:

Action	Now
challenge:	back-up:
Adjustable	None
	1 (1)

I thought that this game would be cool, like the cardon. Upon-plugging it in, I saw some mediocre cinemas and dingy backgrounds with little detail. Worse yet, the control and gameplay was a bysmally poor. It's too rigid. For example, to throw an enemy, you have to be a set distance away. You will get hit-automatically no matter what you do. The Boeses are single, but cheap It's no fun. Pass on this game. There are better titles out on the market.

I was expecting the worst from Gargoyles, being that it is another game with a big license-for a fittle. But I was actually surprised at how much the game had to offer. There are numerous ways yo. can attack and the levels are failed out to where you must actually use your abilities, such as so ing the sides of a wall ondouble jumping to reach a higher platform. The graphics aren't the best I've seen, and the control needs a little tweaking Other than that, it's a decent game

Many games based on cartoons tend to be average, and this one-s no different. Gargoyles' amaton is surprisingly smooth for the Genesis. The control is way too tight and is tough to maneuver, which is a major part of this game. Many of the hits taken are mandatory and drag this game down. Genesis owners looking for a good side-scrolling geneer might want to rent Gargoyles before buying it because of the control and difficulty.

The animation and color are really impressive in this game. However, its good looks and youth appeal may be misteading as the game gets stall lenging and almost frustrating. The control is part of the frustration factor but tigers is a side of gameplay in this cute-looking cart. Techniques such as a double jump, throw-and dash attacks give you plenty to do. It not, be too hard to get used to especially with some auto nits. Still, it's a good game if you want a challenge.

Best Feature:	Animation

Worst Feature: Frustration
Time To Complete: Medium
Also Try: Other Disney Titles

saturn

### VIRTUA COP

sega of america



category:	release date:
Action	Now

Action Now challenge: back-up: Adjustable None

Virtua Cop is so far the closest a Saturn game has come to duplicating the arcade. However, the coin-op was really nething special. Good players will blow through this one with no trouble. Virtua Cop is surprisingly short, with noily three levels to it. There are a few neat elements like interactive backgrounds, but they do not, keep the game from eating old after a trev times throught in prefer using the controller over the Stuniner. It has great graphics and cool gameplay, but if gets old.

I haven't been impressed with a lot of the earlier tiles that have been released for the Satum, but Virtual Cop may just have changed my mind. This is a very close translation to the aroade hit. Many games like this suffer because there is no gun peripheral, or it's not even worth the money. But got to lock and, lead freshand with Segats new gun, the Stunner Believe me, it's well worth it. The gun will be a packin with the game for the true aroade experience.

This is a surprisingly great translation from the arcade to a home system. I really liked the arcade and del not find any anconsistencies between the two. The main problem with Virtua Cop is the ength of this game. With only three levels, any tarry good garner will be able to play through Virtua Cop In a short amount of time. The practice screens are fun for two people to compete against one another in. Due to the difficulty, try this one before you but it.

The first Sega game to make use of the new Stunner, Virtua Copresoil be the best arcade to home-system conversion yet for the Satum. The smooth-scrolling perspectives and virtually no load time make his the Satum title that will grab players (attention and hook them on the CD realm. Different reactions for body wounds are bound to make all of the sadistic players laugh as they gun heir way through the three stages pretending to rescue the hostages.

Best Feature: Shooting Hostages
Worst Feature: Needs More Blood

ime To Complete: Medium

Also Try: Arcade Version

saturn

### THEME PARK

electronic arts



category: release date:
Simulation Now

challenge:

Adjustable | Memory Card

back-up:

Theme Park is one of those games you pick up on a whirm and-have a dam good time-with Theme Park is more or less SimCity with a play ful spink. The coke are simple, but the gameplay sint. There are all sorts of things to take into consideration when you're running a park. You can nave lots of time sooting-time arouler coaster, and naving kids fly right off. Theme Park will have you spending months working on the perfect park. It's worth purchasing

There is literally nothing negative that I can say about this game. Almost every key element-lihat you could ask for in a strategy game has been kept intact in the PC port-over. A nice thing about the game is the varying levels of, difficulty when designing your park. They range from simply building the park to taking on all the responsibilities and getting your flants diffy; in the stock market. Truly as much fur as going to the Theme Park when you were a little view.

This is one of those games you can play from dinnertime-untal time each aroming. Theme Park may took tage third's play from the outside, but it actually is an in-depth game in which you can control the length and speed of flock, research toilets how much caffeine is in the corrier and much more at times it becames frustrating because you constantly go barkingth because of warying factors in your park. Sim gamers should definite! to check Theme Park out.

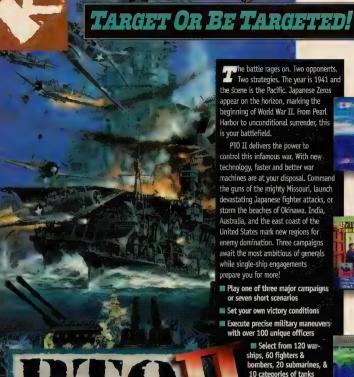
Payers of all ages can jump right in and design their idea, of the perfect amusement park income of the best simulation games yet to grace the disc holder of the Saturn. However, Theme Park is not amed loward the younger players primarily. Even those who consider themselves simulation masters will find it difficult to-manage their park properly and keep it from going dito bankruptey. An alk-around good choice for players who want to bould instead of destroy everything.

Best Feature: Puking Kid

Worst Feature: Addictiveness
Time To Complete: Long
Also Try: Any Other Sim

ė

EGM





... The battle rages on. Two opponents. Two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of World War II. From Pearl Harbor to unconditional surrender, this is your battlefield.

PTO II delivers the power to control this infamous war. With new. technology, faster and better war. machines are at your disposal. Command the guns of the mighty Missouri, launch devastating Japanese fighter attacks, or storm the beaches of Okinawa, India. Australia, and the east coast of the United States mark new regions for enemy domination. Three campaigns await the most ambitious of generals while single-ship engagements prepare you for more!

- Play one of three major campaigns: or seven short scenarios
- Set your own victory conditions
- Execute precise military maneuvers: with over 100 unique officers
  - Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks
  - Intercept & decipher enemy messages using technologically advanced weaponry
- Command forces from 70 strategic bases around the globe
- Full motion video enhances special events and commands (not available for Super NES or IBM CD)
- One or two player excitement

SUPER NES SCREENS SNOW



TORPEDOES ARE A DEADLY FORM OF ATTACK.



STRONGARM PRESIDENTS, PRIME MINISTERS AND COMMANDERS



POWERFUL GUNS PROVIDE LONG-RANGE FIRE POWER.







Coming Soon for:

Pacific Theater of Operations



Available at your favorite retailers nationwide. Phone 415/348-0500 for additional information or to order direct.



**KOEI Corporation** 1350 Bayshore Hwy, Suite 540 Burlingame, CA 94010

not an extension of NOEI Corporation. Nintando, Nintando Entertairment Speten, and the official seals are observable of kinteriod of America Sega and Sega Salam are trademarks of Sega Enterprise, LVM directorist Microsoft Micr





category: release date: Action Now

challenge: back-up: Moderate Password

Gex has been translated over to the PlayStation with a number of enhancements over the 3DO version. The graphics have been cleaned up a bit, and the gameplay itself is a lot smoother. The FMV cinema intro is TV-quality clear. Dana Gould's voice is perfectly clear in this one. I wasn't too exc.ted with this game, simply because I played the heck out of the 3DO game. However, newcomers to Gex and his world will have a lot of fun with this one

Gex was a really good game when it was first released, but I think a lot of gamers missed out because they did not own a 3DO. Now that Gex has risen up to the 32-Bit level, more players will be able to share the Gexperience. A wide range of attack methods, secrets galore and crisp graphics are just a few of the reasons why Gex is as popular as he is. With some minor enhancements from the 3DO version, Gex is a definite game to check out

The PlayStation version of Gex has a lot of improvements over the 3DO version, Dana Gould's voice-overs are crystal clear and understandable The cinemas are amazingly crisp compared to the original. Gamers who have not played the 3DO version will enjoy this title a lot more than those who have played the hell out of the 3DO version. I would have liked this title a .ot more if I had never played it on 3DO, but gamers new to Gex will enjoy the game, humor and all

Admittedly, there is nothing new to be found nside the levels of the PS version over the 3DO release. This game scores a high rating just for the cleaned-up audio of everyone's favorite witty gecko. Control has also been spiced up a bit shortening the time between controller and reac tion. Gamers who never had the privilege of playing Gex on the 3DO shouldn't miss the PS release. It is bound to be the best one yet for any home system. Anyone ready for Gex 2 yet?

**Rest Feature:** 

**Nothin' New Worst Feature:** Also Try: Any Other Mascot Game

**SOLAR ECLIPSE** 



category:

release date:

Action	Now
challenge:	back-up:
Moderate	Memory Can

If you thought Total Eclipse was a poor game, I'd agree with you. The sequel, however, has quite a bit more going for it. First, the gameplay is actu-ally fast-paced and exciting. There is actually technique to use when dodging enemies and obstacles. The graphics may not be the most spectacular, but they get the job done. There are a lot of nice little details. The power-ups are reaily intense, but they do get distracting. This ranks among the best for the Saturn

Solar Eclipse may look like its predecessor at first glance, but after playing through the first leve you will realize that there have been numerous enhancements added to the game, making it so these two titles can't even be put in the same cat egory Seamlessly drawn, texture-mapped backgrounds; cleaner graphics; tighter control improved enemy Al and a new cockpit view make Solar Eclipse well worth your time, I suggest checking this game out.

Sofar Eclipse is definitely a step up from its predecessor, Total Eclipse. The graphics aren' mind-blowing, but far from being poor. Unlike Total Eclipse, there is now an actual strategy for dodging the enemies' fire. The game is not as linear either, offering the gamer freedom to choose different catacombs and tunnels to fly through (even the caverns have differing difficulty) Fans of Total Eclipse or Saturn owners looking for a good shooter should check out Solar Eclipse

We have all watched this style of game come along way from Total Eclipse, which was released before its time. This version has good graphics sharp control and many action-intensive levels (including tons of secret codes and levels). The most notable feature to look out for when consid ering this purchase is that it is hard. Only with hours of practice (or by cheating) will anyone even have a chance to see any of the later levels No dust gathering on this one.

**Game Speed** Rest Feature: **Worst Feature:** Enemies me To Complete: **Total Eclipse** Also Try:

playstation



Action Now back-up: challenge:

Adjustable **Memory Card** 

Loaded is a great action game that combines the mania of Smash TV with the quest elements of Metal Gear. The graphics and visuals are outstanding, right down to the last gory detail. The gameplay is excellent, and there are secrets to find, too. The difficulty is a bit extreme, making it tough to clear even the second level. The ability to link this game for multiple players is a great idea. The more the merrier! Loaded is a fastpaced game that will grow on you

I have to give credit where credit is due. Loaded features some of the best lighting effects in a game that I have ever seen! However, special effects don't make a great game. Even though each level is large, action-packed and nearly mpossible to make it through without losing a couple of lives, I found myself starting to yawn ha fway through the destruction. The ability to waste your friends in the Multiplayer Mode is what raises this to an above-average game.

This is Smash TV brought to the next level Loaded has a vast array of fighters to choose from, each has differing speeds, weapons and special weapons. Right from the get-go you are constantly facing multiple enemies at every turn which will keep any gamer on his or her toes. The only downfall of the game is the background music will get on your nerves. From beginning to end. Loaded is full of gore and excitement. This game is a must-have for PlayStation owners

Shoot, maim, kill, Loaded is the fast-paced game that sends you on a search-and-destroy miss on killing everything in your path. The visuals are clean and the character movement is smooth and exacting, letting you move quickly around to blast the nasties who are gunning for you. The only thing to watch out for is when you get too close to an enemy and can't seem to turn fast enough to get him Count me in when the link is released. Two-player will excite you

Best Feature: na Fifects **Worst Feature:** Darkness Total Carnage Also Trv:

# "GROSS, NASTY, DISGUSTING,



SICKENING AND SLIMY. I LOVE IT!"

An Experience from the REAL 3DO Zone", Mikey "BogeyBoy", VA

"I go from roadpizza to Cubercillo thanks to the friendly folks of Cuber Salvage. Now I'm trapped in a weirel, chaotic world.

Barfman is hurlin' at me and the Danipmeister's chopping hot, steamy land nines. It's juvenile, bathroom humor at its alisqusting best. I'm on a scavenger hunt for four goodles and traing to get the hell out with my only weapon—a right arm that's become a

Cyberplunger. Yeah, Cyberplunger This is truly sick stuff. Later."

HOOK UP WITH YOUR MEAREST 300 DEALER OR CALL: 1-800 332-5368







### VIFWPNII

electronic arts



Category.	reiease uate.
Shooter	Now
challenge:	back-up:
Adjustable	Password

White I like the graphic changes over the Neo, the new music just doesn't sound right. Viewpoint uses some original concepts, and the perspective is pretty cool. I have played the Neo-Geo version, so I'm used to the speed. Newcomers might find it a tad slow. If you want a tough shooter you won't be disappointed with this one it's hard unbelievably hard. The password system is nice, but I would have settled for a more lenient "Easy" Mode

On a scale from one to 10, the difficulty on this baby is about a 15. While some people may look at that as a negative, I think it's great! When you're forking out around \$50 for a game, I say the harder the better. If we gave awards out strict ly for mind-blowing graphics, Viewpoint would be at the top of my list. To finish it off, the soundtrack complements the levels perfectly. The only drawback to the game would be the speed of your craft, a little on the slow side

The music really does not fit this game at all Don't get me wrong the techno/house style racks and the game is good, but the two together really do not fit. The improved graphics over the Neo version is great. My only gripe is that Viewpoint is way too hard even on the easy setting. If the game was easier, it would be a much more enjoyable game the difficulty of the game really overshadows the fun factor. If you think you are a shooter pro, try Viewpoint<sup>t</sup>

Damn hard. The levels of difficulty should be changed or there should be some more powerups to compensate. Many players will have to work on this one for a few hours just to get past the second stage. The musical tracks are intense but will get under your skin shortly while playing Control is simple and easy to manage as long as you withheld your Zaxxon ability after lying dormarit for so long. A great title for players looking for a one-level linear shooter that is really hard!

Best reature.	Everyumy's aimiy
<b>Worst Feature:</b>	Difficulty
Time To Complet	e: Medium

7axxon

### CAPTAIN QUAZAR

studio 3do



category:	release date:
Action	Now
challenge:	back-up:
Moderate	Battery

It's nice to see this system finally getting some great original titles. Captain Quazar has good graphics and tight centrol. The only flaw is with the accuracy of your shots. The cinemas are cool (why rap, agaarght) for the most part and the lev els are long. The fact that you can blow every thing to kingdom come is an added plus Sometimes it seems like a few of the enemies are immortal. I snot one soldier 20 times before he went down. A cool, fun game.

If you're looking for some complete, mindless fun, then Captain Quazar is just your game. I like the cartoony look to it, and I am happy to see some humor in a game of this style. The major downfall here is that each of your weapons are mited, and even though there are many powerups located throughout the levels, most of your ammo is wasted on missed shots. Lock-on sights would have been perfect. Controlling Quazar is awkward and will take some getting used to.

Any game with a cool rap video as the intro has got to be good. This game is chock-full of action. The animations of both Captain Quazar and the enemies, along with the pleasant music, give this game a cool, cartoony feel. The levels (especially the first level) are absolutely humoniques Because of the three-quarter perspective, it s occasionally difficult to aim your shot or contro Captain Quazar. If you are a 3DO owner, Captain Quazar is a must-have

This is the type of title many players could get into to. Even though it is a basic run-and-shoot game, it is still a load of fun to run wild, toting that gun (which is the size of a horse's leg) blasting through everything in front of you. Good graphics and plain mission objectives allow players to jump in and go wild The intro is another original idea with a Quazar-rap and the comic-style characters. The only thing that brings this one down is the repet tiveness

**Wasting Ammo Worst Feature:** Also Try: Metal Gear

### SCRAMBLE COBRA

panasonic



category:	release date:
Sim/Shooter	Now
challenge:	back-up:
Adjustable	Battery

If you've been wanting to fly a run-down heli copter over a cheesy pixelized background, you'll probably like Scramble Cobra. As for myself, I just didn't like this game. The chopper controlled poorly and the enemies didn't look much like any thing. The background looks like it could have been done on a 16-B t system. The digitized cinemas didn't even have the voices synched right. For a flight sim/action game, I'd skip on playing this one

Another helicopter simulator that has no contro horrible-looking graphics and a set of scenarios that will put any pilot to sleep. If a game like this is going to be done right, it has to be somewhat believable that you're flying a helicopter Instead, the helicopter stays in one place, while you move the terky terrain from side to side! The graphics and sound are both below average, with the only plus to the game being the opening rendered scene. From there on, everything goes downhill

This game could have been done on a 16-Bi platform. The annoying commander who occasonally pops his head on screen does not even have his voice synched with the video. The chopper controls are sloppy and take a lot of time to get used to. Many of the tanks, planes and ships are indistinguishable because of the poor graphcs. Flight-sim enthusiasts might find this average, but on the whole, the average gamer should pass Scramble Cobra up.

Most flight sims are in general are a little too technical and dry to be enjoyed by the player tooking ust to jump in and blow some things up Scramble Cobra has a good mix of gunship accuracy and realism, leaving the long and boring action sequences of most heli-sims out. Even though there are only a handful of missions and the graphics are nothing spectacular, SC has little trouble pulling you into the excitement with its simple-controlling interface and diverse missions

**Limited Play Worst Feature:** Also Try: Flying Nightmares

Also Try:

## "I'M GONNA FORCE FEED



THESE CLOWNS

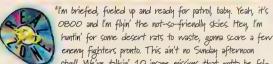
A FEW TASTY

MISSILES."

An Experience from the REAL 3DO Zone", Gerry "Peppers", NJ



### CUBRA



stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Genry's on the stick. Over and out."

HOUN UP VII. 1009 NO. ROST 300 DEFLOK OR CFILE: 1-800 332-6368









category: release date: Action Now challenge: back-up:

Password

Hard

Think of Mario Clash as a sequel to the original Mario Brothers game. The gameplay is relatively simple and the use of 3-D replaces the multiple platforms evels. The two levels are more of a gimmick than anything else. The gameplay is a little too loose for my taste I kept having Mar o jump over his target instead of on it. If you want a basic platform game, Mano Clash is decent, but most players will probably become bored with it. MC is okay, but nothing really outstanding

Mario Clash is a perfect example of a game that utilizes the potential of the Virtual Boy to a 'T.' Not only is the game highly addictive, but the levels nave a nice three-dimensional feel to them. The two reasons that will make this game a winner are: It's the same principle as the original Mario Bros., so most everybody will be familiar with the basics of the game, and it is simply a fun game to play. It is a nice spin-off of the original with an added twist.

This game is quite similar to the original Mario Brothers Its control is loose and I kept finding myself getting killed because I jumped either too short or directly over the enemy. After p aying for a while, Mano Clash became quite boring, repetitive and frustrating because of the control Younger gamers might find this game enjoyable and fun, but veterans who want a game other than one to just pass the time, look elsewhere It's just too boring.

This is the type of game that the Virtual Boy does best The graphics are clear and have little trouble bringing a true 3-D feel to the player. It is easy to find yourself pulling your head out of the visor as you dodge the turtle shells that Mano threw at an opponent and missed. The control is swift, givng you useable control-over your character t has good sound, graphics and control. These are an the makings of a great game that owners of a VB should try

**Best Feature:** Worst Feature: Redundant Time To Complete: Also Try: **Mario Brothers** 

### SHOCKWAVE 2

electronic arts



Action	Now
challenge:	back-up:
Moderate	Battery

If you thought the first Shockwave was cool, you should see the sequel. Shockwave 2 offers different types of missions, an interactive story and new ships. The video quality is good, and the act ing is excessent. The gamep ay varies with the type of mission. I hate being a turret. The graph ics are outstanding, with detailed texture maps This game is fun to play, which makes it a winner in my book. Shockwave 2 is worth purchasing if you own a 3DO system

There are a lot of games that look like Shockwave 2, but what sets this title apart from all the rest of the meaningless seek-and-destroy shooters is you never know what you will be in store for at the beginning of each level. Add a compelling story line, and you end up with a game that win be tough to put down. Major enhancements have been made from the original Shockwave to make this a worthwhile addition to your collection of 3DO games

Fans of the first Shockwave, rejoice! Shockwave 2 is twice as fun. Unlike Shockwave in which you had only one vehicle, you now have three, all with their own attributes. The story line of Shockwave 2 is interesting and makes you feel as if you are an actual part of the game. The video used in the cinemas is surprisingly clear for the 3DO. Fans of Shockwave will definitely find Shockwave 2 just as exciting and fun, if not more so than the original naí. Pick it up!

With two more craft for you to control over the original, Shockwave 2 has little trouble sucking you into the plot. Before you know it you are knee deep in a mission and fighting for your life. The chemas are possibly the best yet for any game and are well worth working your tail off just to see Keeping the video out of the action and the reverse is the best designed feature to keep the player's interest for a long time instead of just biasting poor enemies on a video background

**Worst Feature: The Turret Mission** ime To Complete: Also Try: Shnckwave ORTRP006

iaguar

release date: category: Action Now back-un: challenge:

**Memory Card** 

y-War is nothing more than a combination Cyber Sled and Cybermorph. You enter a poly gon arena, shoot bad guys and collect pods. The graphics are the same dismally dark polygons the Jaguar seems to reproduce so well. The scrolling is smooth, but the gameplay isn't really gripping The enemies are not detailed at all, and you really can't tell the difference between an opponent and what is an icon Jaquar owners now have another poor game to gripe about

Adjustable

-War is simply a polygon game where your main goal is to-cruise around, shoot some snapes in each level and then find the exit. The shaded polygon graphics aren't the best in the world, but that's not even the problem. The problem s excitement; there is none. Even the bonus leve's in the game will put yourto sleep. I-War is simply nothing more than a graphically enhanced ver-sion of the old Atan 2600 game, Combat. Could this be a game that's not even worth a rental?

Great, more dark pastel-colored polygons and a weak attempt at a game. The object of the game is to ream through and pick up pods and protect yourself from the enemy. The problem is that I couldn't tell what were the pods and what were the enemy! The music isn't all that bad, but the voice sounds as if it was from Speak and Speli This is just another one of those games that would be good if it came out a couple years ago. but in this day and age, it is just bad

know mech games are popular, but why am I hunting out viruses on the Net? The control s swift and the levels have some originality, but the basic 16-Bit graphics and the barely adequate sound make I-WAR fail horriby. Some fun can be found within, but many will find it too easy to die There is simply not enough visually or gameplay-wise to make it excel. The enemies are mostly small and simplistic Sorry, but I-War for this system (or any system) just isn't impress ve at all

Nut'n'Honey You Name It Worst Feature: **Assault Rigs-PS** Also Try.





acting? Watch two trash talkin' jerks rip on the

With our unique head to head 2 player game, grind a pa 's ego into the asphalt. It's cruel But there ain't no 2nd place



Get a load of Off-World Interceptor Extreme

the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain. switching on the fly between COCKDIT and chase view. Careful, though. Grabbing

massive air could

crush a kidney. Or two.







Available on the Sega Saturn and PlayStation game console.



release date: category:

righting	MOM
challenge:	back-up:
Adjustable	None

Nintendo really butchered this game when they converted at over to the Game Boy wasn't expecting much, but this shouldn't have even been attempted. The graphics are pixelized beyond reasonable limits. They even removed Riptor, my favorite character. The audio is a series of bland beeps. Worse yet is the control You can't differentiate between weak and strong hits, making many special moves impossible to do. Not even good while on the Super Game Boy

Another example of an arcade translation that should never have been attempted on the Game Boy. It's fairly simple to figure out why this version of KI is going to go belly up. How can you expect a six-button game to be played on a two-button portable and still be remotely close enough to slap the same name on the The character animations are a joke, the graph ics are hideous and the sound is much more pleasant turned off if you're going to attempt playing this one!

This game should not have been converted to Game Boy Being a fairly good player on the arcade version of Kt. I thought I could at least pui. off a few combos, but I was sadly mistaken. I couldn' pull off more than a six-hit before the computer turned around and pulled off a 22-h t Ultra. The fighters are pixelized almost beyond recognition and the "blip" and "bleep" sounds are annoying. If you own a Game Boy and really want KI, try it first.

This game's main draw was the intense graph cs and killer sounds. Obviously the look doesn't translate to a portable system not do the infa mous sounds. Combos and moves are pretty easy to do, but the fact remains-it just looks weak on a portable, Only die-hard fans will real y be able to get into it enough to sacrifice the graphics. One drawback is the limited buttens for pulling off classic arcade combos. It is an impressive job for what was intact, but why bother?

**Worst Feature: Graphics & Moves** Also Try:

Its Big Brother

### SONIC LABYRINTH TAILS' ADVENTURE

sega of america



release date: category:

Now Action back-up: challenge: Moderate None

We've seen Sonic in everything from racing to pinball, and the latest incarnation of Sega's or ze hedgehog is way but there. The graphics are pretty good, but the game just doesn't work right. The perspective is confusing, especially when you try to use Sonic's ball. Sonic Labyrinth is reay boring, with not many things to keep you interested. If you're a die hard hedgehog fan, you may want to pick it up, but I just couldn't get into this name. It is too strange.

Sonic Labvrinth poasts some really nice graph cs for the Game Gear and I was having a good time with it. But after a few levels, the game became very repetitious. One of the major downfalls of the game is the 3-D perspective I found myse f knowing exactly where I wanted to go, but having problems getting there. The younger players may enjoy this title, but for the experienced player, this may be a little too simple. Sonic Labyrinth could have been a little more exciting

Sega's little blue rodent is at it again in another somewhat fast-action Game Gear game. The perspective and control of this game is a little awkward and tough to get used to. When you do get used to it, you will find out that there is not much to this game. After a few leve's of aimlessly bouncing off bumpers, you will become ulterly annoyed. Sonic lovers might want to check this title out, but beware those who are looking for something new and exciting; this might not be it

Sonic without his zippy speed is just wrong. Why not just follow the same Sonic Spinball route instead of pretending he can actually move while on his feat? The graphics are fairly clear, but the sloppy and poor centrol drags this one down for This title overal tried to mix the standard side scrolling Sonic game with a worthless pinba title and failed. In turn, this one just comes up short in both playability and en oyment, causing boredom after the first few stages.

Sonic's On The Box Worst Feature: Sonic's In The Game Sonic Spinball Also Try:

sega of america



release date: category:

Action Now back-up: challenge: Moderate Password

It's about time we saw Tails in his own game. Tails makes good use of the GG hardware, with colorful graphics. The screen blurs out when the screen moves too quickly, but overall it's not too bad The gameplay is similar to the Mario games, plus Tails has some limited flight, too This cart is big and fu... of secrets. You'r get your moneys worth if you try this one. This genre may be overdone, but Tails' Adventure is just a lot of fun to play. I wish it was on another system, though

Tails debuts on the Game Gear! I was ver mpressed with this title right from the beginning Criso graphics, good control and tons of secret areas throughout the evel are just a few of the reasons why Tails Adventure is such an awesome title! Most important of all, the game is a lot of fun to play. Bringing this score down was the speed of the game itself .a little on the sluggish side. Stiff, a solid adventure game that you will spend a good amount of time on

This is one of the best Game Gear titles I have played in a long time. Tails' Adventure is somewhat similar to Super Mano Bros. Tails has the ability to fly with his tail and carry multiple items to help him on his journey. The many multiple hidden areas kept me looking for ways to access them and made it much more enjoyable Gamers looking for fur Game Gear titles to add to their library should pick up Tails Adventure They won't be sorry

Congrats go out to Sega, not only for releasing a new star, but for also making him responsive to control. The graphics of the animation sequences of our double-tailed nero and the enemies he is up against are really detailed. Although this type of title has been done more than 100 times before, Tails is still great fun with his giant inventory of items and secret-lifled levels. Take Sonic off the fire-he's done Bring in Tails as the new action hero.

**New Character** 

**Worst Feature: Not Much New** 

**Any Other Action Title** Also Try:

I don't think you're supposed to move them when they're all broken like that. "I didn't think a ball could fit there." Help him up









Fair packs, head thinking acron (5. leaf you can alike hat the Astroport, Welcome to Quarterback Attack, the bene-counting action of real timulator that buts you in the helmet of the quarterback. How long you manage to stay there is up to you



Ameritech to enter gaming scene...
Problems at Atari...
Sega vs. Nintendo...again...
\$39.99 Saturn games?..
Eclipse ready to hit Japan...
PlayStation still outselling Saturn...

...Happy new year gamers and welcome to the new year Q-Mann style! The Q has laid some traps in this, the year of the rat, to snag the best gaming gossip from inside the gaming biz. While the cold winds of change sweep across the gaming landscape, yours truly has got the inside goods...Look out MCI—the Q hears that the big bells at Ameritech are soon to commit to entering the interactive entertainment market with a new division to produce next-gen and PC softs...Look for new licensees to start lining up for a ride on the U64 bandwagon, including EA who launches onto the Nintendo platform with Fifa Soccer, Kemco with a new racer and Angel Studios with what could be the first Ultra base-ball title...

..Not much yule in the current tide at Atari. Within the last six weeks the Quartermann has learned that the house that the 2600 built has laid off many of its in-house programmers and product managers as well as a number of game testers. Atari plans to rely solely on third-party support for the Jag, although the future of the machine and how Atari intends to market it in the future remain unclear. It does appear that the company will make a move into the low-risk PC CD-ROM biz in favor of the big-bucks battles that loom with Matsushita (M2), Sony and the rest of the next-gen crew...Count on Kareem and Magic to spice up Crystal Dynamics' upcoming Slam and Jam for the PlayStation and Genesis...

...So why were Sony's big-name games delayed? The Q-Mann has discovered that rumors abound about what the real reasons were behind the tardy titles: an unfortunate bottleneck in the playtesting department as well as some problems with the game packaging. Rumor has it that Sony was even forced to purchase game cases from Sega to make some ship dates...On the subject of Sega, the company appears to be planning to combat the flerce power of Nintendo with a price drop in game costs. My Q-Sources are telling me that prices could drop as low as \$39.99 for Saturn games, with Sony possibly playing follow-the-leader. Wurd on the street still has the U64 softs clocking in at prices between \$60-100...

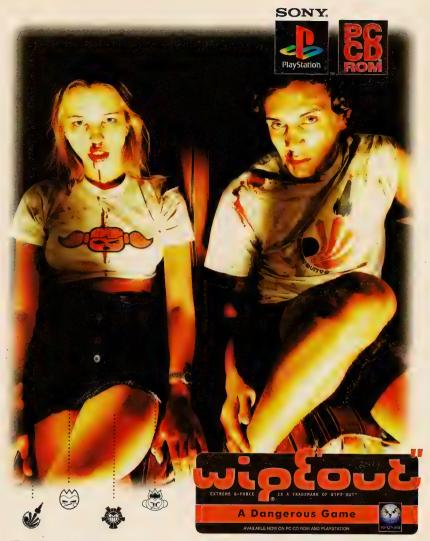
...Some news on the Eclipse from Sega, with insiders reporting that the device is rumored to offer an upgrade capability that will be similar in quality to the M2 and available within the next 18 months...The Saturn Internet interface that the Q reported on some months back will hit Japan soon and should make an appearance between September or October on these shores. The device will allow users to access a new Sega online area where games, playing tips and other info can be accessed, as well as the rest of the Internet...

...Despite a mega-bucks deal that sees the M2 technology landing in the lap of Matsushita for a coof \$100 million the Q has heard first-hand that some Panasonic suits aren't too pleased with some recent revelations that lit up a recent online chat. It appears that the participants let slip that the M2 wouldn't debut until the fall of next year, while Panasonic's position has remained uncertain. The company, sources say, doesn't want to bring the machine to market prematurely and suffer the wrath of gamers and competitors alike with a limited volume of softs to represent exactly what the system can do...The O's heard rumors that 3DO would likely have thrown in the towel had the Matsushita helping hand not come along. The company could have consolidated and continued to function in an alternative capacity, but many close to the M2 project indicated that 3DO was concerned about the costs to market a device that many see as superior to rival megamachines...Look for Panasonic to use its Olympic affiliations to hype the impending M2 release...

...Sofne stores are reporting that sales of the PlayStation are outselling the Saturn at a pace of 8 to 1, although Sega has gone to some lengths to point out that all new launches enjoy a lovefest...Sony plans to introduce the Sony PlayStation 2 in 1997 and the PlayStation 3 in the next century...Warl+lawk for the PlayStation is a real fav of the Q, if you haven't checked out this all-out battle for control of Armageddon, yours truly suggests you don't miss out...Where can I get some of that red mercury stuff?...

...That sums it up for this installment of the Q-Mann report. Look for some insider info from the floor of the Shoshinkai Show in Japan, as well as a special report on a new system that you won't believe! Check it out next month...same Q-time, same Q-page...

-The Q



"This is the single best racing game for the home that I have ever played, period!" - Game Players 96%

"More flash and substance than most games were ever meant to have." - Next Generation 5/5

"Best home racing game ever." - Die Hard Game Fan 93%

"Will have you drenched in sweat and grinning." - Game Pro

"The best reason to own a Playstation." - Ultimate Gamer 9/10



# WELCOME

CHOOSE

### Weapon I - Specialized Joystick

- A Turbo speed feature heightens your ability to punish
- Auto/Turbo feature designed to maximize firepower.
- Arcade control (microswitch technology) with 8 button layout
- Ω Rugged steel control stick and base.
- Slow motion feature and extra long cord:

PlayStation.

4SH

### TO ARENA



Your reputation is on the line: Let's face it — having your nead handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'emi! And command the worship you describe! These Specialized controls give you the power to stomp not only your cousin, but any wannating foolish enough to #7/40! with an immortal like you!

## YOUR WEAPONS WISELY

#### Weapon II - Specialized Control Pad

- 360° control with directional disc.
- Ergonomically designed controller, molded from ABS plastic
- 12 Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Auto/Turbo delivers infinite stream of intense firepower.
- T Slow motion switch and extra long cord.







ASCIIWARE

The products are competited with Profession came commiss with the PROFESSION

1965 ASCII Entertalament Solavare, Inc. ASCIWANEO Is a Reported Techniques, ph.ASCII Entertainment Solavare, per per content ASCII Entertainment Solavare, Inc. P.O. Box 6530, See Marie, OA 00400, 14151 700 Appe

#### Advertisement.



repare yourself for an epic action adventure never before possible. Only now, with the gaming power made available by the Sony PlayStation,™ is a world as vast and detailed as King's Field possible. Imagine a universe completely rendered in beautiful 3D graphics - in which you can travel freely, being able to look up or down, climb stairs, travel through water, jump off ridges and fight enemies - all real time, all nonlinear. This is the new way to play. As Alexander, destined to become avatar, your task is to retrieve the Moonlight Sword which has been stolen by a cult of insidious worshippers of evil. The cult's ruthless minions can take the form of skeletons, giant octopi, stag beetles, jumbo jet-sized dragonflies, deranged soldiers and many, many others. Your fighting and magic skills will have to be finely honed to take you over mountainous terrain, through rivers and oceans, and into evil infested dungeons. Life isn't all a battle for you either. You'll need a healthy dose of wit and diplomacy to











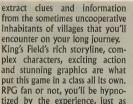


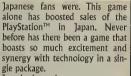












Just look at the awesome screen RPG fan or not, you'll be hypno- shots on these pages. There can be tized by the experience, just as no hesitation - go buy yours now!







NSCIIWARE





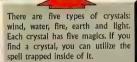


Many areas of King's Field are located within the crystal mines. Elaborate transport systems have been set up throughout these mines. By using the mining carts that you'll find, you can travel along the miles of tracks that snake through the mines. When you step into a cart, you will be whisked along the tracks with no way to tell what your ultimate destination may

be. During your ride, you may see soldiers in other mining carts or in other rooms as your cart speeds through. If you are an especially skilled archer, you may be able to take down a few of these soldiers with a well aimed bolt and a bit of luck. You'll have to be deadly swift to score a hit, as they may only be visible for just an instant.







Seath's Magic: This magic summons an ice dragon to attack your enemy.









Your adventure starts here on the West beach.

Watch out for deep water!



Open all treasure boxes or you may miss important items. Watch out for dangers too!



Make sure to find the map, so that you don't miss any areas in the game.

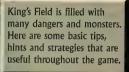


Find the save points as soon as possible. There is one near the fountain.

#### Advertisement



Make sure all weapons and armor are equipped before you attempt to fight.



Make sure to look up and down. If you don't, you may miss important parts.









Watch out for ledges that are under water. You can easily fall to your death!



Use any water source in the game to restore your Hit Points.



Check people for items. When they die, their items remain with them.



Find the switch to turn off the trap before proceeding or you will DIE!















### TRICKMAN IN A FENDER BENDER... AGAIN?

As if Trickman's car troubles weren't enough, Tina, his wife acelift. Ohing, it wasn't he ault. Some absent minded woman decided to remode Tina's car by careening out of a parking lot at hear warp speed orful metaphors for a few minites, there was only minor damage to the cars body ma nopefully insurance will coverif not, revenge is a pretty good olicy in cases like these erry does have to resort to odily injury on this woma enough to bail himself out of mison. How can you help, you ask? Keep Terry's paychecks flowin by sending your trick. odes and FAQs to:

Tricks of the Trace, o. Sendal Publishing Group. 1920 Highland Avenue, #222 Lombard, IL 60148 or send email? o egantifics ones, commence chosen will get their

name printed in our mag, plus FREE game for the system of our choice! Make sure if you're sending e-mail that you include your real name, address, etc.

Marky K
(Legal Mojo) Sez:

Padeling Group is not responsible to
produce to service the service these are
people who submit enformation than the
people who submit enformation than
the people than the people than the
than the people than the people than the
than the people than the people than the
than the people than the people than the
than the people than the people than the
than t

the gain of the magazino or any estitutes according to the control of the control

### **BATMAN FOREVER**

System
Super NES

Publisher

Acclaim



At the Main Menu, enter LEFT, UP, LEFT, LEFT, A, B, Y.



After the trick is put in, you may select your hero.



The Level Select Screen will now appear. Pick your stage!



all Blueprints

At the Main Menu Screen, enter LEFT, UP, LEFT, LEFT, A, B, Y which spells lullaby. Now you can choose your starting level.



This trick will let you access a level select and acquire all of the blueprints in the game. To do this, you must go to the Main Menu Screen (with Normal Game, one player, Control Method, etc.) and press LEFT, UP, LEFT, LEFT, A. B, Y. The screen will flash when the trick is entered correctly. Now choose the options you want and play a normal game. After you choose your hero and weapons, the



Now you can get to the more difficult levels with ease! Level Select Screen will appear. From here, pick your level and stage.

Robert Nguyen Westminster, CA

### SCORE BIG WITH A CONTROLLER FROM INTERACT ACCESSORIES AND EGM!



Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! You'll only find contests like this in the pages of the Biggest and Best Video Game Mag, Electronic Gaming Monthly

## ALL ZOMBIES IN FAVOR OF BANNING CORPSE KILLER RAISE YOUR, WELL, RAISE WHATEVER YOU GOT LEFT.

Welcome to Cay
Norr, a cory little island
infected with enough rambus
to film the next 8 sequels to
Night of the Rotting Dead
do a Special Forces officer
you must more your way
through a C.100 plat year
away shopping only to spit



The new Graveyard Edition fratines gory sounds, sens of shooting targets, full screen combine and yes lote of bland inseq. You trigger happy title sicks

combic blood off your bests.

relead and wine the splattered









System **PlayStation** 

**CYBERSLED** Publisher

Namco

### KILLER CODES

### VIRTUA FIGHTER

In access two new how mess BIGHIT five times until vourbear a punch cound Now press BIGH we Backside 2P view Exit





You will are the hardcalde it your player during the match. Shauni Jones Columbus, GA

(Cancom/Super N.S.

sower you up and give von everything you need. It will

stage, where you have to

MEGA

To do this trick, you must wait for the opening cinema

to pass. When the Title Screen appears with the words, "Press Start Button,"

### **CHEAT SHEET:**

Access More Sleds

At the Title Screen where it saus, "Push Start Button," enter UP. LEFT. DOWN, RIGHT. UP. TRIANGLE. UP. RIGHT. DOWN, LEFT, UP, CIRCLE.



take the controller and press UP, LEFT, DOWN, RIGHT, UP, TRIANGLE, UP, RIGHT, DOWN LEFT UP, CIRCLE, You'll hear a faint explosion. When you go to the Sled Selection Screen, move all the way to the right and you can access more sleds! John Hodnovich: Bucktown, NI



As soon as this screen appears, do the trick.

Wait for the cinema to play all the way through.



When you reach the Sled Select, you'll have more!

### **LUNAR: ETERNAL BLUE**

System

Sega CD

Publisher

**Working Designs** 

#### **CHEAT SHEET:** The Real Ending

Access "Eniloque" to get the game's real ending.



To get the real ending for the game, beat Zophar and wait for the credits to roll. Once the system has rebooted, check your saves and there should be an additional slot called "Epilogue." After accessing, you will get the real four- to six-hour ending!



Access "Epilogue" from the menu.

### VIRTUA FIGHTER

System 32 X

**Publisher** Sega

### **CHEAT SHEET:**

Play as the Boss, Dural

The first player should be on Akira. The second player should be on Jacky. Do the trick as shown to access the Boss Dural!



At the Player Select, go on Akira and press LEFT, RIGHT (in sequence five times). For a Vs. match, the

On Akira (or Jacky 2P) press LIFT and RIGHT in the sequence. second player should be on Jacky and press RIGHT, LEFT (in sequence five times). Shauni lones: Columbus, GA



box to the right of Jacky!

7823 Michael Habura Glendale, AZ

1415

5585

### CYBERIA









- "...One of the most impressive games of the year. Frank O'Conner, Editor-in-Chief, Video Games Magazine,
- Stunning SGI graphics
- Killer music from Thomas Dolby's Headspace™
- 11 intense arcade action sequences
- Mind bending puzzles

Danger never looked so good.

This is the most incredible gaming experience ever. Dolby sound, music and full-screen cinematic motion so realistic that you'll lose yourself in the year 2027. Puzzles and plot lines so intriguing that no two games

And a squad of guards on adrenatine

will ever be the same. Characters so complex that they'll become a part of your life.

It's an epic adventure, more than two years in the making. The real danger is that you might miss it.













Visit Interplay at http://www.Interplay.com



VECTORMAN

System Genesis Publisher

Sega

### **KILLER** CODES

WRESTLEMANIA THE ARCADE GAME

(Acclaim/PlayStation)

for your wrestler, just begin a one- or two-player dame. Have player one highlight Doink and have player two mighlight Bazor Bamo Press UP and START simultaneously on these characters to get a random

Lanham, MD

### Tristan Cooper

DEEP SPACE NINE (Playmates Interactive Entertainment/Super NES

STAR TREK:

Enter the following passwords in the Password

Mission Of NUHHOW Mission 02: SEPLOS

Mission 03, YOSMIS Mission 04: VANDAO

Mission 05: BIQPUM Mission 06: DISYIB

Mission 07 NUDJIE Mission 08: VESDU:

Mission 09: YOTHOM

Nicholas Samosii Brooklyn, NY



Enter the codes provided t reach new levels in the game these codes: BALL: (B. A. LEFT, LEFT) X and Y coordinates will **CHEAT SHEET:** 

he able to enter any one of

Pause the game and you'll

### BALL, DRACULA and CALL A CAB

Pause the dame and enter BALL DRACULA OR CALLACAB. You may reverse the effect bu entering the code again.



replace Vectorman's lives. DRACULA: (DOWN, RIGHT, A. C. UP, LEFT, A) Game slows down after you get hit. CALLACAB: (C. A. LEFT. LEFT, A. C. A. B) You turn into an arrow. You can move all around and kill everything except the Bosses.

Corey Jolley; Niagara Falls, Canada



Enter DRACIILA for a slovdown effect after you're hit.



Pause and enter BALL to get the X and Y coordinates.



Turn into an arrow and scroll all over the level!

### STAR TREK DEEP SPACE NINE: CROSSROADS OF TIME

System

Publisher

Genesis

Playmates Interactive Entertainment

### **CHEAT SHEET:**

Secret Options Screen

At the Password Screen. enter DAVIOL



When the Title Screen appears, move to "Password" and enter the name, DAVIDL. Now go back to the Options and you will be able to access a new Options Screen with stage select. music, etc.



Shawn Lebbon; Rochester, NY Access this Secret Options Screen.

### WEAPONLORD

System

Super NES

Publisher

Namco

### **CHEAT SHEET:**

Play as Zarak in Story Mode

in the Options, move down to the password entry and put in AYA YBB BYA AAY YBY AAA. You may now nick Zarak.



From the Title Screen. access the Options and move to the password entry at the bottom of the screen



From the Outions Screen, enterthe code as shown here.

Now enter the code: AYA YBB BYA AAY YBY AAA You will now be able to pick Zarak from the Story Mode!



You may now choose the Boss Zarek to play in Story Mode!

# BUSTED

### SYSTEM!

Get back into the game immediately with Power Swap gives you a permanent replacement unit NOW. You'll be back into the game with no wait and little expense!!

# 1.800.255.3700

Gall for the nearest repair center!

Get back in the game!



Or995 Nintenda



WARHAWK

System PlayStation

Publisher

Sony

### KILLER CODES

### WARHAWK

(Sony/PlayStation)
Here are the level codes
for Warhawk:
Level 2: Canyon
Gircle, Triangle, Triangle
X. Circle, Circle, Square

Level 3: Airship
X, Triangle, X, Square
Square, Triangle, Square
Triangle

Level 4: Volcane Square, Triangle, X, X, X Triangle, Circle, Square Level 5: Gauntiet-Triangle, Circle, Triangle, Circle, Triangle, X, Square Square

Level 6: Sformland Triangle, X, Triangle, Square, Oircle, X, Girose Oircle

> Ricky Liu Los Angeles, CA

### MORTAL KOMBAT 3

(Sony/PlayStation)

Players one and two must enter these button combinations on the Vs Screen with the Square then Triangle, then the Circle button. The number indicates the times you must press each button. Combo system disable: P1(722)-P2(722)

Ricky Liu Los Angeles, CA



#### Make the symbols look like this to have combos disabled

#### **CHEAT SHEET:**

#### Thor and Kali Mode

Thor Mode: Square, Circle, Square, Square, Triengle, X, Triangle, Triangle. Kali Mode: X, Circle, Circle, Square, X, Triangle, Circle, Triangle.



To access two new modes, go to the Main Menu Screen. Move down and highlight the words, "Special Access." Enter the Code Screen and put in Square, Circle, Square, Square, Triangle, X, Triangle, Triangle for Thor Mode, which will give you 9999 Flash Bombs. Enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle for Kali Mode, which will give you eight Ultra Lock-Ons and 24 Super Swarmers!



Enter the code as shown here for 9999 Flash Rombs

# WARHAWA

From this Menu Screen, select the "Special Access."



Kali Mode gives Ultra Lock-Ons and Super Swarmers.

### ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

System

Sega CD

Publisher

Sega

### **CHEAT SHEET:**

#### **Access Hidden Fighters**

At the "Final Statistics"
Screen, enter the codes
shown to reveal these
weird and cool, new hidden
characters!



You will have to fight a match against anyone. It doesn't matter if you win or lose. After it's over, the "Final Statistics" Screen will appear. Wait for the screen to say "Press Start to Continue." Enter the following codes on controller two (which must be a six-button controller): Chicken: MODE, UP, C, UP, MODE, Y, Y, RIGHT, MODE, A, LEFT.

Snake: B, Y, UP, UP, C; X, LEFT, UP, X, Y.

Thanatos: MODE, C, Y, A, B,

UP, B, B, Y, Z, C.
Hooter: X, C, RIGHT, X, B,
RIGHT, Z, A, MODE, UP.
Monkey: Y, X, DOWN, B,
MODE, UP, X, UP, UP,
LEFT, Z, UP.

Chin Wo: B. Z, UP, MODE, RIGHT, C, B, UP, Y, UP. Y, UP. Y, UP. DOWN, Z, MODE, DOWN, Z, UP, UP, X Senator: RIGHT, C, C, LEFT, MODE, B, DOWN, X, A, X, MODE.

Blast: Z, LEFT, Y, UP, X, B, MODE, RIGHT, UP.

If you hear a "Ding," the code worked. Go to the Character Select Screen to see the new players!

Eric Goldstein Norwalk, CT



Fight with animals in a duel to the death. It's crazy!



Fight a match. Enter the codes on this screen.



At the Player Select Screen, you can access nine more!



Face off against a martial-arts master with...a chicken?!









"It's the most impressive PlayStertion game yet." Next deperation

"A carnage-filled crunch fest" Die Hard Game Fan

"The most realistic grashes we've ever seen". Game Players

"This is stock car racing on steroids" Electronic Gaming Monthly





### KILLER CODES

### MORTAL KOMBAT 3

(Williams Entertainme Genesis)

Players one and two must enter these button combinations on the Vs Screen with the A. then is men the C button. The number indicates the times you must press each but ton. These Vs. Screen codes are exclusive to the Genesis version Pong MK4 P1/303)-P2/606 Timer Down P1(494)-P2(494) Regenerate P1(011)-P2(97) Bad Luck With TNI P1(929)-P2(646) Timer Off P1(667)-P2(255) Disable Sweeps More Finishing Time P1(955)-P2(955) Disable Kombos P1(999)-P2(995) No Abuse-Endurance Match

> jerry Bell Baich Springs, TX



P1(006)-P2(040)

Play MK4-Pang when you enter this VS. screen code.

#### System

3DO

#### Publisher

Crystal Dynamics

### CHEAT SHEET:

Stage Select

At the Dome Screen, press
P to pause. Then while
holding the R button press:
LEFT, C, DOWN, LEFT, RIGHT,
RIGHT, UP, RIGHT, RIGHT.



The following is a Stage Select Menu to bring you to other stages in the game. While in the Dome room, press P to pause. Then, while holding the R button, press: LEFT, C, DOWN, LEFT, RIGHT, RIGHT, UP, RIGHT, RIGHT. A Menu Screen should pop up listing all the stages of the game. Note: Certain stages cannot be accessed because they were changed before the game's release.

GEX



A Stage Select Menu should appear, if done correctly.



Enter the code at the Map Screen, while paused.



Take a trip to Rez's lair. Be cautious; he doesn't play fair.

### COMIX ZONE

System

Genesis

**Publisher** 

Sega

### CHEAT SHEET:

**Make Sketch Fart** 

Press DOWN on the D-pad rapidly and he'll start up.



Is this a joke or what? Here is a humorous trick to make the cartoon hero, Sketch Turner, pass gas. Just press DOWN rapidly on the D-pad when enemies are clear. Sketch will start rippin' them.

via the Internet



Can Sketch ever blow 'em!

### WEAPONLORD

System

Super NES

Publisher

Namco

### CHEAT SHEET:

Random Character Selection

Just hold SELECT and press any button to get a random character when you are at the Character Select Screen.



In order to surprise your opponent and yourself with a randomly selected character, just access any mode, hold



At the Character Selection Screen just hold SELECT...

SELECT and press any button at the Character Selection Screen.

via the Internet



...and hit any button to get a Random Character Select.



00403 Clint Black: One Emotion (RCA) 06155

The Very Best Of Cream: Strange Brew (Polydor) 00420 00488

AC/DC: Live (Allantic) 00201 Styx: Greatest Hits

Toni Braxton

(Polydor)

Best Of Dire Straits:
Money For Nothing
(Warner Bros.) 00713 Fleetwood Mac: Greatest Hits (Warner Bros.) 00796

Buffalo Springfield: Retrospective (Atco) 00844 Rusted Poot



Woke (Mercury) 98460 Faith (Bad Boy/Ansta) 00968 Stone Temple Pilots: Core (Atantic) 00981 James Brown: 20 All-Time Greatest Hits (Polydor) 01342

The Best Of Culture Club And Boy George: At Worst... (SBK) 01575

Blackhawk (Arisla) 01588 Martin Lawrence: Talkin' S\*@t (EastWest) 01666 ≸ Gillette: On The Attack (Zoo Entertainment) 06499 \$ lavid Sanborn; (Elektra) 08324 Fourplay: Elixir (Warner Bros.) 02142

O2142
Ace Of Base:
The Sign (Arista) 02354
John Michael Montgomery:
Kickin' It Up
(Atlantic Nastwile) 02402 Yanni: Live At The Acropolis Private Musici 02477

Mad About Mozart 02492 Juliana Hatfield: Only Everything (Mammoth/Atlantic)

Sarah McLachian: Fumbling Towards Ecstasy 02536 (Ansia) 02536 Opera's Greatest Moments (RCA Victor Red Seal) 02581 Ø

Grammy®'s Greatest Moments Vol. 2 Billy Joel, Mariah Carey, others (Atlantic) 02595 Keith Sweat. Get Up On It (Elektra) 02723 (Elektra) Heart: The Road Home 02967 Glenn Jones, Here I Am (Atantic) 02998

Elton John: Greatest Hits (Polydor) 03077

Also available on cassettes Boyz II Men: II nenne

For the price of

**NOTHING MORE** 

to buy, ever!

Elton John: Greatest Hits: Volume Two (Polydor) 03078 Anthrax: Live- The Island Years (Island) 03159 Blackhawk: Strong Enough (Arlsta Nashville) 03183 Travis Tritt: Ten Feet Tall And Bulletproof (Warner Bros ) 03244

D'Angelo. Brown Sugar (EM) 00283 ≸ Sheryl Crow: Tuesday Night Music Club (A&M) 03061 Att-4-One (Altantic)

Collective Soul: Hints, Allegations & Things Left Unsuid (Atlantic) 03309

Blues Traveler (A&M) 03386

Annie Lennox: Medusa (Ansta) 03678 The Police: Every Breath You Take, The Classics (A&M) 03515

Morrissey: Southpaw Grammar (Reprise) 03530 Travis Tritt: Greatest Hits-From The Beginning (Warner Bros) 03557

Edwin McCain; Honor Among Thieves (Aliantic/Lava) Terri Clark (Mercury Nashville) 03609 Solo (Perspective/A&M) 03819 Ace Of Base: The Bridge 03913

Alan Jackson: Greatest Hits Collection (Ansta Nashvije) 03915 Supertramp: Classics (14 Greatest Hits) (A&M) 04891

John Mellencamp: Dance Naked (Mercury) 04908 Jethro Tull: Original Masters (Chrysals) 63846 The Tractors (Ansta) 05721 David Ball: Thinkin' Problem (Warner Bros.) 05791

Dinosaur Jr.; Without A Sound (Reprise/S re) 05882 Brooks & Dunn: Waltin' On Sundown (Arista) 05888 Seal (1994) (Warner Bros /S re) 05907

Anita Baker: Rhythm Of Love (Elektra) 05980 Gerald Levert: Groove On (EastWest) 05986

Down: Nois (EastWest) 03808 Dream Theater: Change Of Seasons Alabama: Greatest Hits, Vol. III (RCA) 05996 Collection Of Number One Hits (RCA) 06137

R.E.M.: Monster Warner Bros ) 06164 Jeff Foxworthy: You Might Be A Redneck If...

Be A Redneck If...
(Warner Bros.)

Bon Jovi: Cross Road
(Greatest Hits)
(Mercury) (Mercury) 08183 Barry White, The Icon Is Adam Sandler: They're All Gonna Laugh At You (Warner Bros.) 06219 \$

Megadeth: Youthanasia (Capito) 06272 The Best of David Sanborn (Reprise) 06274

(Reprise) 06274

Red Hot Chili
Peppers: Out in
L.A. (EMI) 06276

Billy Ray Cyrus:
Storm in The
leartland (Mercury) 06328

Vanessa Williams The Sweetest Days (Mercury) Madonna: Bedtime Stories (Mavenck/Sire) 06356 The Best Of Sting 1984-1994: Fields Of Gold (A&M) 06357



The Unpugged Collection, Vol. 1 Rod Stewart, Paul McCartney, others. (Warmer Bros.) 06393 The Chieftains: The Long Black Veil Featuring Sting, The Rolling Stones. others. (RCA Victor) 06408 (RCA Victor) 06408
The Tribute To Elvis: It's
Now Or Never Michael
Bolton, Tony Bennett, others
(Marcury Nashville) 06498 Real McCoy: Another Night (Arista) 06500 Neal McCoy: You Gotta Love That! (Atlantic) 06904

Shania Twain: The Woman In Me (Mercury Nashvile) 06935

Stevie Wonder: Conversation Peace (Motown)

(Reprise) Chris Isaak

Forever Blue 08711 The Jarky Boys 08078 #

The Jerky Boys 2 08079 Beliy: King 08122 World Of Morrissey



Encomlum: A Tribute To Led Zeppelin Hoote & The Biowfish others. (Allantic) 08135 Matthew Sweet: 100% Fun (Zoc Enterlainment) 08166 Lorrie Morgan: Greatest Hits (BNA) 08232

Eric Clapton: The Cream Of Clapton (Polydor) 08241 John Michael Montgomery (Atlanta) 08251 Skid Row: Subhuman Race (Atlantic) 08252 Music Inspired By The Lion King: Rhythm Of The Pride Lands (Walt Disney) 08318 Adina Howard: Do You Wanna Ride? (EastWast) 08354

Kut Kłose: Surrender (Keia/E.ektra) 08456 Tripping Daisy: I Am An Elastic Firecracker 08574

Freedom to save more the longer you stay -up to 70%.

Elton John: Made In England (Rocket/PRI) 08583 Blessid Union Of Souls: Home (EMI) 08604 Classic Disney: 60 Years Of Musical Magic Vol. I Includes songs from "The Lion King," "Mary Poppins" and others. (Walt Disney) 08692

### SOUNDTRACK SMASHES

Clueless/Sdtrk. Coollo, Cracker, others. 00341

New World, Prince Ali, et (Walt Disney) 00 Angus/Sdtrk. Green Day, Weezer, others 02134

The Crow/Sdtrk.
Stone Temple Pilots,
Rage Against The Machine,
Nine Inch Nails, others.
(Atlantic) 0317:

The Lion King/Sdtrk. (Wait Disney) 03533 Dumb & Dumber/Sdtrk. Deadeye Dick, Grash Test Dummies The Proclaimers others (RCA) 04842 ne Jerky Boys/Sdtrk. 06888

My So Called Life/Sdtrk. (Atlantic) 069 Tales From The Crypt
Presents "Demon Knight"/
Sdirk (Atlantic) 06930 # Aaliyah En Vogue,
Mary J. Bige, others.
(Mercury)

O8568 

Saturday Night Fever/Sdtrk.
(Polydor)

34587 

2



U2, Seal Brandy, others (Atlantic) lighty Morphin ower Rangers/Sdtrk. /an Halen, Red Hot Chili Peppers, Devo, others

08916 Atlantic) Don Juan DeMarco/Sdtrk. Bryan Adams, more The Big Chill/Sdtrk. (Motown) 33970 BNG MUSIC SERVICE



POSTAGE WILL BE PAID BY ADDRESSEE



BMG MUSIC SERVICE PO BOX 91001 INDIANAPOLIS IN 46209-9637

المليان المساطلين المساطينا الماليان الماسطال الماليان

NECESSARY IF MAILED IN THE UNITED STATES

NO POSTAGE



Bette Midler: Experience The Divine- Greatest Hits

Van Morrison, Moondance (Warner Bros.) 64585 Alice Cooper Greatest Hits (Warner Bros.) 70296 Elvis Presley The Number One Hits (RCA) 72190

The John Lennon Collection (Candol) 73627 (Caprtol) 7362
Rod Stewart: Unplugged...
And Seated
(Viamer Bros.) 7368 73684

Pantera: Far Beyond Driven Fax(West Amenca) 73909 9 The Cranberries: Everybody Else is Doing it, So Why Can't We?

Frank Sinatra: Sinatra Reprise, The Very Good Years (Reprise) 80 ZZ Top. Greatest Hits (Warner Bros.) R. Kelly, 12-Play (Jive) 83815

Best Of The Grateful Dead: Skeletons From The Closet (Warner Bros.) 83892 (Warrer Brus )
Garth Brooks: In Pieces
93710

Rod Stewart: The Mercury Anthology Mercury) 01161 && Mercury Antholo Mercury) 01161 6 Van Halen: Live: Right Here, Right Now (Warner Bros.) 01165 fet

00061

08558

06156 \$

Talking Heads: Popular Favorites 1976-1992/Sand in The Vaseline (Warner Bros/Sire) 01414 ☆

David Bowie The Singles 1969-1993 (Rykodisc) 01659 to Pet Shop Boys: Alternative

The Flaming Lips: Transmissions From The Satellite Heart (Warner Bros.) 061 Woodstock '94 Metallica

ch Nails Green Day, NN 06315 % The Police: Live (A&M) 08551 ☆ The Donna Summer Anthology Grateful Dead: Europe '72 (Warner Bros.) 53931 & Madonna. The Immaculate Collection (Sire) 54164 Collection (one)
The Best Of The Doors
70407 ★

Prince: The Hits 1 (WB/Paisley Park) 02228 Crash Test Dummies: God Shuffled His Feet Pet Shop Boys: Discography-The Complete Singles Collection (EM)

05605 Liz Phair: Whip-Smart (Matador) 06018 # Toby Kelth: Boomtown (Polydor) 86038

### HIP-HOP JAMS

The Notorious B.I.G.: Ready To Dio (Bad Boy Arista) 06160 \$ Too Short: Cocktells (Live/Dangerous Music) 06395 €

Keith Murray The Most Beautifullest Thing in this World (Jive) 06506 Channet Live: Station Identification (Captol) 98283 # Ol" Dirty Bastard: Return To The 36 Chambers The Dirty Version (Elektra) 98447 # Version (Elekula) E-40: In A Major Way 03455 ∮ The Infamous Mobs Deep Guru: Jazzmatazz Vol II -The New Reality

Beastie Boys: Ill Communication (Capital) 24717 Beastle Boys: Check Your Head (Captol) 92473

### Here's how your Club works:

Start with our 7-13 Formula to introduce you to the Club. and to

your samige!

CHOOSE THE MUSIC YOU LOVE.

\* Pick 7 FREE CDs for casettes) right now from the many great choices in this casettes, and the many great choices in this post 1.5 especial country.

\* Buy just 1.5 espection at the riggs of Club price (currently \$14.98 to \$16.98 for Club spice).

\* Then choose 3 more RREE. That's 1.1 for the price of 1 plus shipping and handling for each selection with Colleging.

more to thuy shall be a few may take 10 days to 1sten t mitroductory selections and look over the accompanying tel C ub membership.

conductory schedules and look over the accompanying formior of too immicration.

In microtrally, a starfed, amony with myour solicitions at our exponse—with no further obligation. The start of the st

our expenses

SWE AGAIN ANA AGAIN. From day one, for every selection you buy at the register Club price you may choose another of double of exercit visual as 50% of the 50 feet of the control of the co



(LS) FA2AA

well? Jon BMO Muse Service now and start swring.

If the recipy and is intelliging assess write to the recipy and is intelliging assess write to the recipy and in the recipies and in the





GET 24 ISSUES

DELIVERED EVERY TWO WEEKS FOR

The biggest and best video game mag with new reviews, layouts and the first info on the hottest new games!

ONLY \$36.95 A new format with more tips, codes and general

tips, codes and gameblowouts than any other magazine! A necessary companion to EGM!

FREE WITH EVERY SUBSCRIPTION "EGM'S 500 HOTTEST TIPS"

USE THE SPECIAL SAVINGS COUPON IN THIS ISSUE TO ORDER NOW OR

CALL 1.800.846.8503

OR VISIT THE NUKE INTERNET INTERFACE TO START YOUR SUBSCRIPTION ONLINE AT http://www.nuke.com

Moint Novinus 2 is regulated trademark of Midway® Manufacturing Company, All Rights Reserved Vittue Fighter Syell institute character and indicat are trademark of Single Enterprises, Ltd. (3) 1995. All Rights Reserved, ESIA and ESIAS are registered trademarks of and Electronic Garning Supply is a trademark of Syndar Publishing Group, Inc. (3) 1985 Swalsh Publishing Group.

### OFF-WORLD INTERCEPTOR EXTREME

System

Publisher

Saturn

**Crystal Dynamics** 

### **KILLER** CODES

### **EXTREME GAMES**

Sony/PlayStation

At the Choose Settings Screen, move to the word Exhibition, and press **BIGHT** to choose Continue Season When asked to use your memory card: choose "NO." Now enter the password

this will give your a good character, \$5030 in cash all of the good vehicles. first place in the season many season points and

> Joel Regus Seaside Heights, NJ

### CYBER SPEEDWAY

Sega/Satur

wany time during the race, simultaneously pres-A B and C. This will hide all of the gauges and meters on the screen. This way, you will get a totally clear view of all the action

> **Mick Brockway** Garland, TX

### **CHEAT SHEET:**

Money Trick

While in the Options Menu enter: A, B, C (6X) then press the LEFT button. You should hear missiles if done correctly.



In order to gain a ton of cash to build up your vehicle with extra supplies that you normally couldn't afford, enter the following. While in

the Options Menu press: A, B, C (six times) then hit the top Left Shift button. You should hear missiles fly, if done correctly. Now, go take a look at your cash. You should have gained a few extra pennies! Luke Bovil

Jericho, VT



At the Main Menu, enter the Options to enter the code.



At this screen, you should enter the money code.



done correctly, you should get tons o' money!

### MAZER

System

3DO

Publisher

American Laser Games

### **CHEAT SHEET:**

Various Cheats

The following cheats can be entered by both players in a two-player game, but cannot be entered in the bonus rounds.



All power-up codes should be entered at the Level Intro Screen, just before the game begins. The codes are: Rapid Fire: B, C, A, C, A, C. Spread Fire: B, A, C, C, B, A. Super Shield: C, A, B, A, B. Full Power-up: A. C. C. A. B. B.

In order to access a Secret Options Menu, just hold the L and C buttons anytime during the beginning video cinema. You will be able to change the difficulty and blood settings.



Power-up codes are entered here, before you begin play.



This nower-up code will give vou Spread Fire round.



Anytime during the beginning cinema, enter the code for...



This nower-up will give you Rapid Fire rounds.



The Super shield will help you fight 'em off at the start.



...a Secret Options Menu. Mess with Game settings.



### AS OF NOW, AIRLINE FOOD IS NO LONGER THE MOST DEADLY THING IN THE SKY.



cours ince sacisation state all product but its abbeil Involvence ague Weithr ( 111%, a game ... dance you'll become of the most advanced weapon in the sky part I in manifolia's data



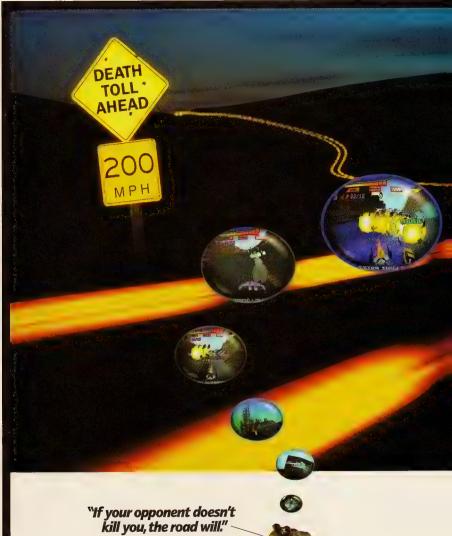


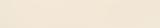




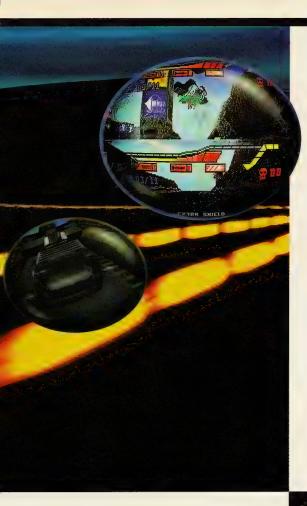














lt's the asphalt-melting, head-to-head

(split screen) combat race game with mani guns.

Missile launchers. And a track that morphs in real

time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware, It'll hit back.



# NOVASTOR

The 3DO version was Die
Hard Game Far's 1995 Shooter
Of The Year, but the
PlayStation version leaves
it eating dust With level
after level of all-out
blasting fury and graphic
to die for. Novastorm has
enough fire-fight action to
keep the itchiest trigger
finger happy! finger happy!

AVAILABLE NOW













Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at EGM2 said, "Discworld will totally boggle your mind."

AVAILABLE NOW

# WIPEOUT

Savor the "wild, stomachtwisting driving" (Game Pro). Go full-throttle on "an incredible selection of tracks" (Game Players). Understand that "the sensation of speed is utterly terrifying" (Ultimate Gamer). Then face up to the fact that "with WipeOut, the future really is now" (Die Hard Game Fan). ALSO AVAILABLE FOR PC





# MACHINE you eat!



Electronic Gaming Flooting called it "stock-car racing on storids"! Game Players raved at "the most realistic crashes we've ever seen!!

Next Generation sez "it's the most impressive PlayStation game yet." So what are you waiting for? Buy or die.

ALSO AVAILABLE FOR PC

### 3D LEMMINGS"

"You've never played
Lemmings like this before,"
said EGM2. Too true, 'cause
those suicidal superstars
have just taken a step into
the third dimension. An
amazing brain teaser in 3
gloriously goofy dimensions,
3D Lemmings is the most fun
you can have while rescuing
rodents!

ALSO AVAILABLE FOR PC





You've got the hottest console around and it's

that really satisfies.

for 3D worlds

and realistic racing thrills.

Hungry for action.
Hungry for adventure.
Hungry for an all-outgaming feast.

So what are you waiting for?
Don't starve your PlayStation.

Feed it with the meatiest software you can buy.

No fat. No flab. Just 100% protein From the game-play chefs at Psygnosis.

WHEN YOU'RE READY TO TASTE THE DIFFERENCE.

PlayStation.

■

# NINTENDO'S LINCOLN SPEAKS OUT ON THE ULTRA 64!

# The Nintendo 64 is unveiled in Japan and more questions are raised than answered.

he **EGM** editors caught up with Howard Lincoln, the chairman of Nintendo of America, at the recent Shoshinkai Trade Show in Japan and got the latest information on their new Ultra 64 game system which is scheduled to be launched in America in late April 1996.

NINTENDO IS WAITING UNTIL APRIL 21 TO BRING OUT THE SYSTEM [IN JAPAN] TO ALLOW FOR MORE TIME TO FINISH

THE LAUNCH GAMES.

### EGM:

One of the main problems that we have been hearing has to do with the lack of

games that they are working on, you will see more information in the near future.

EGM: But there was an embargo on information until the Shoshinkai Show... Lincoln: We didn't want



them to get ahead of us prior to the show but hereafter if you want to show something.

that's fine.

EGM: Why wasn't the Ultra name used in Japan? Lincoln: Lthink there were some trademark issues.

EGM: There have been

rumors that the Nintendo 64 wasn't launched in Japan this month because of the release of Dragon Quest 6. Lincoln: I don't think it had any direct relationship but that it is a very

> strong title for the Japanese market. Mr. Yamouchi was being very candid when he said



he was waiting until April 21 because his people need a little bit more time to finish the launch games to a level that they are satisfied with, Mr. Mivamoto also has a huge influence on launch dates in the sense that he wants to put more into Super Mario 64. We don't want to rush introductions because the retailers, media or financial analysts

sav we should. Yamouchi's answer is that we don't have to do anything other than protect our shareholders.

EGM: Are vou

Not there yet The hotel is a two-hour bus ride away



information being released about the Ultra 64, its games and the games of the Dream Team, Will that be changing now that the system has been officially launched?

Lincoln: We have very strong confidentiality agreements with the Dream Team members. That has to do principally with the specifications of the technology. In terms of the type of

What's it like to go on assignment in a foreign country? We followed Ed to Japan to find out!





still on track with a \$250 launch price? Lincoln: The hardware is going to be under \$250 in the U.S. I don't know whether we will pack in software or not. There are no plans to launch at a \$199 price. We will not sell the hardware at less than cost.

**EGM**: Will there be a hardware lockout chip?



Lincoln: We are shooting for a hardware system that is essentially the same worldwide. In terms of compatibility, we have not made a final decision on that but if the past is a guide, we have been very proactive against counterfeiters.

EGM: All the hype was that there would be 100 systems and 10 games

here at the show. What happened? Lincoln: The games that we have in the cue are in various stages of

What's this? Beer in machines? go as high as

EGM:

When will
the magnetic

optical drive come out?

Uh...you got to be kidding. I can't fit in there.

development. Mario was the furthest along in development and it is easier for people to see how Mario operates in real time 3-D. Yamouchi did not want the press and the game players to play five to 10 games in various stages of development and leave the Mario game fully unexploited. Yamouchi made the final decision.

**EGM**: Some games were notably absent like Cruisn' USA. Why? Lincoln: Mario Kart was further along in development so we showed that. Cruisn' will be available at launch along with two more games.

EGM: The games will be about \$100 in Japan. How much in the U.S.? Lincoln: In the U.S. the price will be in the \$60-\$70 range, or similar to what the 16-Bit games are now.

EGM: Is some of the difference due to the new low price on the 64-Meg chip? Lincoln: I can't go in to the technological reason as to why our 64-Meg cart will be cheaper than our present 32-Meg games, but it will.

**EGM**: Will all games be 64-Meg? Lincoln: It is the starting point. They can go as high as 256-Meg.

we can't see the bottom of the system.
Lincoln: As you say, you can't see
under it. Good observation.

EGM: What is the purpose of the
artridge port on the controller?

artridge port on the controller?

Lincoln: The idea for this is that you can customize some of your games. You can store the way you set up your baseball team

Lincoln: Before the end of 1996. You'll see the product before the next Shoshinkai Show.

EGM: Where would it connect to the Ultra? There is no expansion port and

and take the controller to somebody else's house and play the game your way. Ken Griffey Baseball is being developed now and it will take full advantage of that feature.

"..Our 64 MEGABIT CARTRIDGES WILL BE CHEAPER THAN OUR PRESENT 32 MEGABIT GAMES"

ECM: Who do you consider to be you consider to be you competitor?
Lincoln: One of the things we're not going to do is trash our competitors. Do we have more concern over one than another...no, not really. You tend to see in this business that competitors go up and down. It has more to do with quality of games than anything else.

EGM: Now that you have given us this information, will Nintendo go back in seclusion for the next few months?
Lincoin: We have a tendency to do that as this is the way we've done business in the past. These kinds of things have more to do with our capacity to get that information out. You're dealing with the parent company, you're dealing with Japan, the U.S., with third-party developers and all that. Quite frankly, sometimes it's a lot easier to just wait and give everything out at one time.







# Ultra 64 debuts in Japan

Nintendo unveils their new 64-Bit system and gaming will never be the same...



he Nintendo Ultra 64 made its official debut at the Shoshinkai Show in Japan and the **EGM** editors were among the first to try out the new game system. That's the good news. The bad news is that the system was locked up in

plastic and could only be

while appearing ready for

production, upon closer

looked at. In addition,

out" added section of plastic of a different color that contained the power supply (see

photo), Hmmm...nah, that couldn't be the result of the overheat-

> the past. That aside, the systems were quite real, each runnina specially prepared EPROMs of Super Mario

64 or Kirby

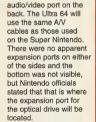
ing rumor of

Bowl 64. The present configuration of the system looks very much like the earlier photos with the cartridge port on the top.

four controller ports on the front and a power supply and

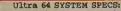


NINTENDO HAS ONCE AGAIN RAISED THE STANDARDS OF VIDEO GAME. MACHINES...



Regarding system specs. Nintendo is again quite secretive and vague. A listing of the 'official' specs is duplicat-

ed below.



CPU: MIPS 64-Bit RISC CPU (Customized R4000 series) CLOCK SPEED: 93.75 MHz MEMORY: Rambus D-RAM 36 M bit TRANSFER SPEED: Maximum 4,500 M bits/sec.

CO-PROCESSOR RCP: SP (Sound and graphics processor) and DP (pixel draw-

ing processor) incorporated CLOCK SPEED: 62.5 MHz RESOLUTION: 256 x 224 - 640 x 480 dots flicker free interlace mode

support COLOR: 32-Bit RGBA pixel color frame buffer support 21-Bit color video output

GRAPHICS PROCESSING FUNCTION: Z buffer; anti-aliasing; realistic texture-mapping; tri-linear filtered mipmap interpolation; perspective correction; environment mapping DIMENSIONS: 10.23" wide x 748" deep x 2.87" high

WEIGHT: 242 pounds All specifications accurate as of 11/24/95 and provided by Nintendo







subway.

# ULTRA 64 CONTROLLER



Nintendo's new controller combines both functionality and ease of use in one stick.





VIDEO GAMES.

he Ultra 64 controller is a work of two games at Shoshinkai, we can only wonder why nobody has ever thought of this concept before. Offering such features as an analog control and the traditional tried-and-true "crosshair" digital control, a game-saving memory cartridge slot and a host of buttons to

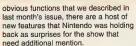
al gameplay, this stick is a game player's dream. Besides the

genius! Having tested it out on the accommodate any possible use either in two- or three-dimension-

> Other new features include three

arm is a '7'

McDonalds'



First there is the cartridge slot. Similar in concept to the memory card on the PlayStation, Nintendo has done one better. With the cart in the controller rather than in the machine, you can be playing a game at home, save the game information to the cart and later take your controller (and memory cart) to a friend's house, plug it into your friend's machine and all of your settings are automatically downloaded into your friend's system! Now you can play a two-player game and each of you will be able to use your own game settings or custom controller configurations.

Second, like the Super NES controller, there is a Left and Right trigger button on the top of the controller.

Third, on the underside of the middle

(third dimen-

sion) trigger button.



ways to hold the controller. Holding the right and middle arms allows for the best control in 3-D games. Using the left and center arms offers the best features for right-handed players, and holding the left and right arms

provides control found on the standard Super NES controls. The four yellow buttons (called the "C" Group)



also serve as the control that changes your perspective or view of the game. In Ken Griffey 64 Baseball it will allow for separate movement of the fielders independent of the team.

Lastly, like the new Game Boys (Nintendo must have had a lot of colored plastic left over) the controllers will come in black, red, yellow, purple, blue, green or grey. It should be noted that the U.S. office is

seriously considering this option also.





# SUPER MARIO 64

# 3-D Super Mario 64 takes the Nintendo 64 by storm! Check it out!



"BREAKING AWAY FROM THE USUAL 2-D BOUNDARIES THAT PLAGUED THE SERIES, THE GAME OFFERS MORE TECHNIOUES ..."

ario fans can finally rejoice

the light of day on Nintendo's super

system. Breaking away from the usual

this new game offers more techniques

as well as a unique perspective. Super

Mario 64 was one of the two actually

of moves: running and jumping

playable titles to appear at Shoshinkai.

Mario can use his usual complement

2-D boundaries that plaqued the series.

because Super Mario 64 is seeing

**32300** 

and grabbing onto enemies. If you get shot out of a cannon, you can even fly. It is also possible to look up and down. You can use this trick to see what the underside of a Thwomp block looks like. This game also gives our favorite plumber new animations which result in more comical reactions. There is one humorous action where Marlo burns his rump by some fireballs. Mario then grabs his butt and flies upward in agony, while at the same time crossing the chasm.

Like the previous Mario adventures. there are many themed zones ranging from the Rocky Mountains to Ice World. Each zone has new challenges. There is even a bonus level where Mario has to go down a slide collecting coins. You can use the 3-D stick to accelerate and slow down, not to mention turn. What

all of the



game be without a water level? Well, this 64-Bit Mario has a new twist on the classic water theme. In the world Deep Deep Water, Mario has only a limited supply of oxygen. Yup, he no longer has an unlimited supply of air. You have to surface, all while dodging sharks.

By taking a look at the pictures on this page, you can easily tell that this is an adventure like no other. The new perspective coupled with all-new play



elements has instantly made this the ultimate Mario adventure. The visuals and sound are top-notch, with the graphics comprised of texture-mapped polygons. It makes full use of the 3-D controller for

tricks and strategies.



He can now couple them with climb-

EM

Getting and try-

You don't find this on Main



Capcon

ing









Be sure to check out future issues when we blow out this game to its fullest. Super Mario 64 is a huge title with many elements never before

seen in a Mario game. With loads of special effects and pyrotechnics, we're pretty sure you're going to want to play this one till you drop!









# KIRBY BALL 64

rirby, Nintendo's supernatural mascot, is appearing in a 64-Bit cartridge of his own. Entitled Kirby Ball 64, players control Kirby on a variety of wavy surfaces trying to knock out enemies. Kirby can also be a two-, three- or four-player simultaneous game with everyone trying to knock each other off of the edge. At first glance Kirby Ball 64 resembles the

old Super

**NES** game

Oops...no

doors on these

bathrooms.





Kirby's Tee Shot in many ways, particularly in the way the playfields are set up. However, with the power of the U64, the 3-D effects are really wild, as you can see



extremely fast and smooth action, this is going to be the roller-coaster ride of vour life!



Long lines for players Virtua Cop



# PILOT WINGS 64

he original flying title that helped launch the Super Nintendo is scheduled for release on the Ultra 64. The original 16-Bit version used previously unseen scaling and rotation abilities to impress players with the ability of the machine's processing power. And what better way to introduce their newest system than to have a repeat performance of their premier



flight sim with an action feel. Pilot Wings 64 pushes past the original and gives the player a more realistic floating experience in a wide variety of flying vehicles that react as differently as they look. Different views, constantly changing scenery, in addition to the fast scaling are bound to make many players aware of a little problem they may have: motion sickness.



THE CLASSIC LAUNCH FOR THE SUPER NES RETURNS TO PUT THE POWER OF THE ULTRA 64 TO THE TEST.



or fans of the James Bond saga, the Ultra 64 will enable you to take the place of the famous 007 risking your life while working covert for British intelligence, GoldenEve is a first-person game where you are in search of the unknown party who is in control of GoldenEye, the satellite that is capable of rendering any computer system inoperative from orbit. Grab

# GOLDENEYE 007

your wits and begin your quest, but remember to keep an eye out

for the believed-to-be-dead agent 006 who is not working with you, but against you. If GoldenEye is anything like this year's much-anticipated movie release, Nintendo will find little objection by



players who are looking for a firstperson title with a twist. Grab the keys to your BMW packed with all of the necessary spy equipment and try to save the world from almost certain doom.



dinner in





# STARFOX 64







Intendo's spectacular F/X chip game that wowed players on the Super NES has a sequel (there was a 16-Bit sequel, but it got scrapped in favor of this one) that will blow you away. This cart has smooth scrolling, texture-mapped polygons and all-new levels teeming with fast-paced shooter action.

StarFox 64 offers players two separate viewpoints. One from inside the ship, and one from behind it. The scrolling is much smoother than the 16-Bit version, and the texture-mapping adds a lot of detail. This cart is still early, and many story elements will probably be added.

Right now, the levels look similar in concept to those of the original, with your ship following a specific track. You can still do barrel rolls to throw off enemy shots. Overall, StarFox 64 looks like it's a lot of fun.



# LEGEND OF ZELDA 64

ne sequel that everyone's been dying to see is an update to Zelda. Well, here it is. Legend of Zelda 64 is an adventure that uses polygon characters to bring the realm of Hyrule alive. This game was extremely early, but if







these shots are real-time and not cinemas, the game will be awesome. In any case, Legend of Zelda 64 looks impressive. There are a few cool visual effects like sparks that fly when Link hits an enemy with his sword.

The storyline is still up in the air as Nintendo's not talking. However, whatever they have up their sleeve, you can bet that it'll generate the same excitement as the original game.







Ran out c cash on da three

RM

# BLAST DOZER



last Dozer is a unique game of destruction that allows you to pick the construction mech of choice and destroy anything you can find in a real 3-D atmosphere you control from a third-person point of view. By destroying structures and vehicles, you acquire a predetermined amount of money that can be used to upgrade your vehicle to cause even more damage in the next levels. The viewpoint of your construction equip-



ment scrolls quickly as you smash, jump and destroy your way through to the next level. Blast Dozer is the perfect game for the demented player who would rather use construction equipment to destroy buildings instead of adding on to them. But let's face it, blowing things up is always more fun than building on to them.





# STAR WARS SHADOW OF THE EMPIRE\*



ith the home movie release of the Star Wars Trilogy, Nintendo thought it proper to give U64 users the chance to climb into the cockpit of the Snow Speeder and defend the rebel base from the Imperial Walkers. Battling in an arctic setting, you and

your comrades are battling against not only the AT-AT's, but



also the Scout Walkers and possibly even the Probots. As with most of the Nintendo titles, not much of the game is being shown so early in its development, so everyone will just have to wait and see until Nintendo releases more

info on these titles. Be sure not to miss this Star Wars release, because Nintendo has the exclusive rights to have this one solely appear on the Ultra 64. In other words, don't plan on seeing it available on any other system.



Oh well. perhaps they won't mind if I take just a few!

# Wave Race 64\*

\* Tentative name



Here's Nintendo's answer to the slew of racing games out there. Wave Race 64 is best compared to F-Zero in water. You must compete against other watercraft in a series of

What makes
Wave Race 64
so cool is the
visual effect of
the water that
you race over. It
has a really fluid
movement to it
that looks very
realistic. When
you turn a

tough courses.





corner, you create a wake. We're told that even the wave mechanics are real! More impressive aspects of the game include jumps that you use to propel yourself ahead of the competition.

# BODY HARVEST

\* Tentative neme



liens are attacking the Earth and you must save the human race from becoming the lunch of a few milliant vanomorphs. To do this you must commandeer several vehicles to fight the enemies on the land, at sea or in the air. Some of the vehicles at your disposal include a helicopter and a semi-truck. Not particularly the best weapons to save the Earth with, but you'll take what you can get. The graphics are comprised of texture-mapped polygons much like the other

Nintendo 64 titles.

There is plenty of rotation and scaling to show off the powers of Nintendo's new system.

This is certainly a bizarre game. The array of vehicles combined with unusual man-eating aliens make Body Harvest one

unique experience!
This game was
only set up on
demo, so the
details of the actual
gameplay are
unknown.





Now look here... You've been warned NO PHOTOS!!!

Perhaps just a few more...



Mr. Miyamoto takes time to demonstrate the U64 controller for EGM.

# BUGGY BOOGIE

· Tentative name



ggy Boogle is the battle shooting game in which you are in control of a buggy car battling against others in an arena setting. By winning battles you can equip your craft with custom parts and ready it for more intense battles. The action is fast and furious, allowing you to control your craft from behind the vehicle, from within the vehicle, behind the turret or in the cockpit for the best seat in the house to destroy your enemy. The custom parts that you





equip your craft with can range from better engines, tires, weapons to parts that simply improve its appearance. While not much is known at this time, it is speculated that Buggy Boogle may contain multiple worlds, heightmapped stages. multiple perspectives and even split-screen views to allow for two. three and even four players to do battle at the

same time!

# CREATOR"

\* Tentative name



reator utilizes the Ultra 64's rotation and zoom capabilities, supplying the player with an impressive display of visuals that surround the game which is based on some type of creation. At this early stage, your guess is as good as ours as to what the exact premise of



this game is to be. This title caught our attention, so you can bet more information will be on the way to players and a few interested editors.







Don't hit me! I REALLY Like EDGE



How did you get one of the U64 controllers???



# SUPER MARIO KART R







Intendo's whipped up a sequel to another of their classics: Mario Kart. Players are treated to a whole new series of tracks, a few new faces and a load of cool extras. New courses? Certainly. Super Mario Kart R has levels based on themes similar to

the original, like the Ghost House. The effects of the Nintendo 64 have lent this game some new features like really rugged courses that are filled with jumps. The scaling is smoother and the characters aren't quite as pixelated. Possibly the best addition to this game is a four-player simultaneous

mode where the screen is divided into four separate sections. Slowdown? Nope. None of that here.

Super Mario Kart features some new characters like Wario and someone who looks very much like the little Koopa sorcerer. You can be sure that they'll have lots of tricks up their sleeve, too.





It'll be interesting to see what power-ups will be added. With four people playing, a battle mode will be great. But like the other U64 titles, where this game really shines is in the 3-D perspective. In one scene the car comes straight at you and instantly the screen switches to a view of that car from the rear—just as in real life!















# International conflicts should

...the best soccer game yet. Period. 99

Multiple skill levels let both rookies and pros enjoy the game. Practice mode can even turn rookies into pros. Which is good. 'Cuz with all the formations, coverage, and strategy of real soccer, no one gets off easy in FIFA Soccer 96.



6 One of the
best soccer games I
have ever played!

- Electronic Gaming Monthly

3800 world class stars.

237 teams. 12 international leagues. One helluva' world summit meeting. Complete with authentic and localized crowd chants. (Brazilian drums, Italian cheers, etc.)



...the best 16-bit soccer game ever, and one of the best sports games in general!

Game Sport

You gotta defend your turf. So we gave you slide tackles. Body tackles. And elbow shots. 'Cuz sometimes the best defense is a good, hard-hitting defense.







# be settled with legs. Not arms.

Finally! The ultimate soccer simulation has arrived. \*\*

— Durband Game Fan

You better bring your big guns.

This year, the goalies are smarter, faster and tougher.

They even come out of the net and make leaping saves.

Aggressive crough for you?



The best soccer title ever!

Electronic Gaming Monthly

MotionDesign\* technology and SGI\* 3D models were melded to create an impressive array of distinct player animations. Like scissor kicks, banana shots, and bicycle kicks from the offensive arsenal.







### The #1 Selling Sports Game Worldwide.

Headed your way on Sega' Genesis", Super NES, Game Gear" and Game Boy. To order, visit your local retailer or call 1-800-245-4525. Or see us at http://www.ea.com/easports.html

# CHEATING COMES TO 32-BIT SYSTEMS

# Datel and InterAct team up to bring out new code-finding peripherals

hoever said that cheating doesn't pay hasn't been to Datel's offices in England. Maker of the famous Action Replay for the 16-Bit systems, Datel has been actively working on new "Game Genie"-type devices for the Saturn, PlayStation and Ultra 64!

Now working in cooperation with the

DATEL MAKES THE BEST CODE-GETTING DEVICE FOR THE 16-BIT AND 32-BIT VIDEO GAME SYSTEMS.

U.S.' numberone controller company-InterAct Accessories-Datel's products will finally be available

club called Dangerous Waters set up where Game Shark owners can receive a newsletter with code updates at least eight times per year. There will be a nominal \$12 charge for membership. Not often enough? No problem, Just dial up 1-900-773-SHARK. [Note: This is a toll call-there will be charges.1 How about being able to go to a Web site to get even more codes? For \$17 you will not only get the club membership, but also a special password that will give you access to the latest upto-the-minute secret codes on the Web site. The location is

http://www.smart.net./ ~interact. Still not

enough? Our **EGM** editors saw a special 'hacker's kit' (which may not be available in the U.S.) that contains a board that plugs into vour PC and connects to your Saturn. With this super-powerful tool you can hack away at the game program code and create your own codes! Still interested? There's more! Perhaps vou're not so adventuresome and the

thought of working for your codes turns you off. Like the plug-and-play option? Again, no problem. InterAct will be bringing out a PlayStation memory card that not only has 120 game-save slots (Sony's has only 15 slots) but it also comes preprogrammed with the very latest and greatest codes and cheats for the most current PlayStation games. This should be available now for about \$30. If money is tight, InterAct has a memory card equal in memory to Sony's except that it costs only \$20.





Of course it will come with some codes already on it.

If Saturn is your game, InterAct has you covered too. A Saturn memory cartridge will be available for about \$40 and it will have a full 8 Megs of memory on board. This is four times more than Sega's and considerably cheaper to boot.

Cheaper, better, more memory...how can InterAct do it? One would think that the big guys like Sega and Sony could order by the zillions and have it produced by apes in Africa. The answer

Located up in Manchester, England. Datel is a small but extremely efficient company that specializes in getting codes for every game for every system. After making the best code-getting device for the 16-Bit systems (Game Genie was the most popular but far from the best), Datel shifted their focus to the new 32-Bit systems. The first and easiest project was to look at the memory storage carts and cards for the Saturn and PlayStation. Nothing very



First, the name of all of Datel's products will be changed from Action Replay to Game Shark.

Second, InterAct plans to make sure that everybody who purchases a Game Shark has the opportunity to get all the latest codes. Not only will there be code updates in EGM but there will be a



The Action Replay comes packed with the latest codes to your favorite games. From this screen you can choose an existing cheat or you can try to decipher new codes.

complicated there, but Datel found out that the products from Sega and Sony were going to be priced very expensively. By shopping wisely for components and building them in-house, Datel was able to create the same product as the big guys for considerably less money.

RISELECTS BIEKET ZIDELETE

But why stop there? Where Sega and Sony sell empty memory devices, Datel devised a way to pre-encode their cards and carts with the latest tricks, thereby providing the players with a free but not insignificant bonus. In addition, after researching the way the data is actually

stored on the memory devices, Datel created a compression program that allows for more codes to be packed into the cart and card.

Next, Datel investigated the possibility of creating a code-finding device for the Saturn. After the system was reverse

engineered, they found out that a Saturn Action Replay (Game Shark in the U.S.) was a possibility. A couple of months spent ironing out the details and the product was a reality. Now the same type of procedure was put to the PlayStation and by the time you read this article, you will be able to buy the PlayStation Game Shark.

Their next project? While Nintendo's Ultra 64 is still shrouded in mystery, the hacking gurus at Datel are eagerly

sharing the first information on this system so they can start work on vet another version of the Game Shark.

Last but not least. Datel has come up with the ultimate cheating device-the Pro Comms Link, This is a device that includes an interface board that plugs into your PC, and a short cable that connects the board to your

Saturn Action Replay. With this system hocked up, the power of your PC can be channeled into finding your own custom codes. And best of all, you don't have to have a Ph.D in hacking. Here's an example: We started playing Parodius and deliberately lost a life. The game was paused and the computer asked whether the item we were looking for (more lives) went up, stayed the same or went down. We indicated that it went down and the computer did a search of all the items that went down. There were thousands. We repeated the process three more times

code' appeared on the screen. We typed the code in the Action Replay and sure enough, we never lost a life! Imagine searching for all different things in all of the

and the 'lives

DATEL WAS ABLE TO CREATE THE SAME PRODUCT AS THE BIG GUYS FOR CONSIDERABLY LESS MONEY.



Some Action Replays come with codes. Putting the latest codes on the carts is the last step in making the cartridge.

games you own. Unfortunately, all you can do is imagine as InterAct currently has no plan to bring out the Pro Comms Link to the U.S. But if enough players ask for it, perhaps that might change.

Overall, we walked away from Datel extremely impressed with what we saw. Even though they never developed a strong presence in the U.S. during the 16-Bit days, that is going to change real fast with InterAct behind them.

For more information on the Game Shark memory cards and carts, contact InterAct at: 10945 McCormick Road, Hunt Valley, MD, 21031. Their phone number is (410) 785-5661.



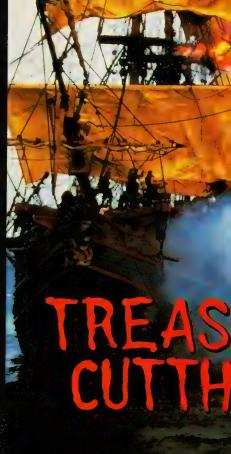
### Exclusive Interactive Sweepstakes!

That'll Sort Out the Cutthroats from the Cabin Boys!

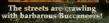


### The Bounty

Play for gold! Hidden among the many torrid levels of Cutthroat Island are five real treasure chests! Find them...if you dare! Then correctly answer three sweepstakes questions to be eligible for the drawing, and you could sail away with one of a treasure trove of prizes!









Behold the treasure of Cutthroat Island



SUPER NES

**GENESIS** 

ANT LAN



# URE AWAITS ON ROAT ISLAND!

(if you survive)



Watch your backs with cooperative two-player action



Battle atop a runaway carriage!

Size pen jose long swords for the ultimate high seas battle! In plundering two player action, team up as Morgan and Shaw to uncover a treasure trove of priceless gems and gold bullion battle bloodthirsty phates with knives, pistols and flaming torches! Chart you course through the treach thous locates, but think twice before you leave a new world may await upon your return! And remember ...dead men and act also on Cutthroat Island."

2010s Fermina Deliver Communication Communic



# CAPCOM'S NEW STREET FIGHTER!

hen you have a game as strong as Street Fighter, what can go wrong? For years Capcom was on top of the world as the game sold itself. That was until the market was saturated with SF and the players finally said, "Enough!" Needless to say, the company's Japanese management felt called upon to make some changes. Now, there is a new staff and EGM

caught up with their new prez to see what "Some PEOPLE they will do WERE ASKED TO different. LEAVE [CAPCOM].."

about where the market was going. didn't believe that the market was exclusively one that was to be pursued through FMV.

EGM: Any reluctance in going from an American company to a subsidiary of a Japanese company?

Ballard: I think any American executive who has not worked for a Japanese company asks that question. My experience has been extremely positive.

EGM: Any reluctance to join Cancom when there appeared to have been a 'house cleaning' after the last Street

Fighter problem? Ballard: I want to make it clear that some people were asked to leave and some people decided to pursue other avenues. As we move from a 16-Bit world to a 32-Bit world, the overheads that were justifiable in a previous era where there were tens of millions of hardware units,

simply are not sustainable in the 32-Bit era. Whether it

was a house cleaning or a strategic reduction of overhead, something had to happen in our company.

There are rumors circulating that there are warehouses of Super SF2 still in existence waiting to be sold. Are there any skeletons in the closet that have to be fixed before you move ahead?

Ballard: That's the question I asked before I came on board and I checked very carefully. Fortunately, most had been taken care of at a high cost. Capcom has cleaned up all its outstanding situations with its retailers.

EGM: Street Fighter, Mega Man and a lot of well-known products were huge hits: now you have to create the new successes on your own. Is it going to be harder to keep the momentum going and to meet the expectations of Japan? Ballard: One of the things Japan understood, and one of the reasons why they hired me, was that the new era of video-game business requires



and sales level. In the past it was pretty easy to market Street Fighter, but it is different now. I completely revamped the entire structure and organization of the company and over 50 percent of the people are new that I've brought on. Do we have the product? Resident Evil will be one of the very top video games in the business: Darkstalkers will be a huge success: Fox Hunt will be a solidselling title; Night Warriors will do very



EGM: Capcom is a pretty large and powerful company; how did you get the job?

Greg Ballard: I was the COO at Digital Pictures and before that I was at Warner Music Group.

GM: What video game experience do vou have?

Ballard: I helped take Digital Pictures from being just a developer to actually becoming a full-blown publisher.

EGM: Why did you leave Digital Pictures?

Ballard: I had some differences in philosophy. A different strategic sense



well on Saturn. And then we will have Street Fighter Alpha which is doing very well in the arcades. This could be the best year [ever] for Capcom.

FCM: Will Japan say "SF Alpha is great, here are a million copies...do it." Ballard: The rumor is that is how things were done in the past. We have actually said no to several titles that clidn't meet our expectations. We have been asked what quantity we want to build. We control the inventory and I am the one who determines the numbers.

EGM With such a small number of 32-Bit systems in the market now, is there enough there to keep a company going?

Ballard: The economics of the 32-Bit market are so much more enticing. If we hit our numbers we will be profitable this year. With reduced overhead our new business model will allow us to be profitable in the 32-Bit market as early as this year.

EGM: You have a new top-secret U.S. development group called Capcom Digital Studios. What are they working on?

Ballard: We have Fox Hunt coming for the PC and PlayStation. In March



we will be releasing a title called Major Damage.

EGM: Will they do arcade games also?
Ballard: One of the things the U.S.
R&D group will do is start delivering some product into the U.S. coin-op-market.

GM: Any more 16-Bit games?

Ballard: One more in the March time frame and that is

Marvel Super Heroes.

Mega Man again?

Ballard: Yes, I suspect
we will see him again
[smiles].

EGM: How about a compilation of all the Mega Man games on one disc?

Ballard: We are exploring that with Japan. That is an example of the new Capcom where the U.S. is actively

making suggestions to the Japanese R&D group. We think that would be a very attractive product.

Apocalypse?

Ballard: It is on the schedule for midenty year.

EGM: How about sports games?

Ballard: I can't tell you the nature of the title but we have one game in development. It is brand new and unlicensed.

EGM: Now the obvious question...
when will we see a Street Fighter 3?
Ballard: I honestly don't know the
answer.

FGM: What's taking Japan so long? Midway didn't have a problem with going from MKII to MK3. Ballard: The designation of a title of SF3 is treated with the same reverence at Capcom as it will be treated by our consumers. It means a lot to us to put the number 3 next to it. It will be in every sense of the word a true new version.

**EGM**: If SF is so highly regarded, why did you sell your game SF: The Movie to Acclaim?

Ballard: That was done before I came on board. I told Japan that giving the staffing at that point and given my relative newness. I didn't believe that we

could do complete justice to those titles at that time.

PlayStation show in Japan I saw an animated "...THE U.S. R&D
GROUP WILL START
DELIVERING SOME
PRODUCT INTO
THE U.S. COIN-OP
MARKET"



version of SF. What is that about? Would you do it here?

Ballard: It's based on the home video animation of SF that's being released as a home video in the U.S. It is a highly stylized Japanese animation video game. I would think about doing it here would never reject a tile from Japan for being too Japanese as I believe the U.S. market has always very much enjoyed the highly stylized and incredibly detailed animations from Japan, and if arything the market appreciates it more today.



Source, Vertigo, and the sease are with the mile arcade ineves, tambas, and highing sequences most. New citizmatic inters, victory and a twe-a-war made belo

auer Primal Conquer with our impressive list o options and a widely adjustable skillinge, this strong collection of the weade dine basher wi angress fighting tuns ... Rage!

nake Frinal a major









Virtua Rading is everything Theyarcade ever and more, Porton, his even bents Daytona on the 312 bits discoit!" -Gametro, October, 1995 -



T-4801H 301107-0120



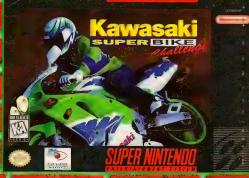


Six Flags



"High Speed graphics, realistic wipe outs, and drawing weather anditions give this game a realistic feel. You can almost hed the power, of your flowershi, IX-11 as you can that engine. Kayasaki lets the good time rall! M<mark>arshalloM.</mark> Rosenthal, October, 1995





SEGA"

Check the Wall at your local retailer!



One of the best pinion of as even The ball movement is so

god you if think you're nctually there. Ultima e Gamer, November, 1995

Take to the fre with the Great One — you wan't be disappointed... Time Warner did an excellent job making, Gretzky, and the WHLP, All Stars look good and play well.
Point blank, the game it a
salid lookey title."

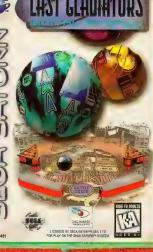




and the NHLPA ALLASTARS















# evolution

erosmith-based games. Undoubtedly caused by the band's fondness for video games (also to keep their songs in the heads of the game playing youth). These games feature music and the members of the group tightly inter-

Music is The

twined with the various plots and stories. Revolution X is the automatic, scrollingshooting adventure where you are to release the population from the demented clutches of the New Order Nation. As one of the last of the free youth, you must use music as a weapon to fight against the oppressors

and start a combined revolution with the help of Aerosmith.

The title does not follow a strictly linear plot and allows you to make some small directional decisions, deciding when and where to go when multiple paths are presented to you. Tons of secrets also await adventurous individuals who are ready to shoot every obscure spot on the screen that may conceal some hidden place or band member. The graphics are

extremely blocky, making the Genesis version of this multiplatform title the worst one vet visually. The background audio has also been changed from other versions by taking out Aerosmith's music and replacing it with a repetitive track that seems like a reject from Acclaim's



The first opposing force you meet is the helicopter and its cargo.

Spider-Man series.

These flaws may be improved before final release. The game is not terrible on the Genesis, but it should definitely be tried before purchase. V

RELEASE DATE		DIFFICULTY		
December		Moderate		
PUBLISHER			PL	AYERS
Acclaim			1	or 2
SIZE		THEM	E	% DONE
32-Meg	Şh	ooti	ing	100%



"This version seems to have replaced Aerosmiths tracks with rejected material from the Spider-Man line of games."

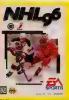




DONKEY KONG COUNTRY 2' Greater graph ics and faster action for this even bigger adven-ture. All new worlds populated with new ene mies and new friends.



FIGHTER 2 This revolution fight ng and harder to beat. Two new characters and texture mapped oraphics, with ever changing 3-D perspe tives make this game outstand ing! SAT SSE



on your he men because this s ICE hockey not NICE hockey A all out assault or your senses where breakaways are met ing body checks Undated team and players \$58





'MEGA MAN X 3' Those thicky reploids are on page again. New and familiar robotio enemies and new rebot customization feature for tremendous replay value 256



'URBAN STRIKE' You are the leader of the UN Special Forces Unit. It is your mission to prevent a takeover of the US governme High tech air land and sea crafts \$59



the world's finest most deadly fighters are broug together by the Japanese Mish ma Empire for money This is the ultimate battle for supremacy, where the winn goes home rich & he loser goes box PSX \$46

TEKKEN' 8 of

Genesis CD Backup Carl \$49 3DO System ca 3DO 2nd Player Gun Genesis CD System 2 \$229 3DO 8 Button Cntrl Pad 3DO M-2 Accelerator 3DO MPEG Module Genesis System 2, Core \$99 Per4mer Steering Wheel \$79 Addams Family Values \$44 \$199 7th Guest 2 11th Hour Alone in the Dark 2 BIOS Fear \$52 \$46 \$52 Bass Masters Classic Balman Forever BrainDead 13 CD Battle Sport Blade Force BrainDead 13 Casper College Footba 2 College Footbal, USA 96 \$59 Comix Zone \$54 Converse Hiddore Hoops \$59 Cadllacs & Dinosa Captain Quazar Fortress at Sea EarthWorm Jim 2 Casper Castle Wolfenstein 3D Eterna Champions CD Exo Squad FIFA Internat Soccer 96 \$56 Frank Thomas Baseball \$62 Futura Zone \$58 Clayfighler 2 \$46 Creature Shock Garfield Caught in t' Act Cybena \$44 Danda is Encounter Gargoyles 122y's Olympic Quest Kingdom CD Deadly Slues Death Keep \$48 Light Crusader Dragon Lore Dragons Lair 2 Lunar 2 Etemal Blue CD \$49 \$52 Drug Wars Fast Draw, with Gun Madden Football 98 Maximum Camage 2 Fire & Ice \$36 Mission mpossible Foes of Ali Model Kompet 3 Gender Wars Killing Time Mutant Chronicles Mys: GD Mysr CD NBA Live 96 NFL Guarterbox Club NHL Hockey 96 Nightmare Circus PGA Tour Invitationa Kingdom O' Magic Litwinnower Man 2 Lost Vikings 2 x Club

\$5/

\$49 \$56 \$48

\$52

\$52

854

\$30

\$44 Vector Man WWF Arcad

\$34

\$36 Wirehead CD

\$44

Pocahontas

Revolution X Scooby Doo

Soccer World CD

Prima Rage Prime Time NFL FB '96 Rea Monsters

Spot Goes to Hollywood Star Trex Deep Space 9 Super Strike Triogy CD

TNN Outdoor Base '96 Tecmo Super Bow! 3 The Exterminators CD

NEO GEO

Toy Story Triple Play Basebak VR Troopers

Neg Geo CD System

Maximum Surge NHL Hockey 96 PO'ed

Shock Wave 2

Top Gun M2

Space Hulk Ver Star Fighter

Primai Rage Quarterback Attack Rock & Roll Racing

Chaos Control Clue 2 Creature Shock Come Patrol Dark Gastle Defender of the Crown Disk World Kingdom Far Rea Lost Eden Mad Dog McCree 2 NET Inc tant Replay Secret Mission Thunder in Paradise Who Shot Johnny Rock? \$45

### GAME GEAR

Best of Mega Man 1.5 Bust-A-Move EarthWorm Jim Frank Thomas Baseball Garfield Gaught n f Act Getaway High Speed 2 Mortal Kombat 3 NHL Hockey '98 PGA Ivitationa, '98 \$36 Return of the Jedi Liban Strike VR Trooners

Aera Fighters 2 CD Agressors Drk Kmbat CD \$69 Art of Fighting 2 CD Double Dragon CD Fatal Fury 3 CD Fight Fever CD Gasaxy Fighter CD King of Fighters '95 CD 282 Magician Lord CD Nam 1975 CD Ninja Combat CD Samura, Showdow Savage Reign CD Sengoku CD m CD \$69 Street Hoops CD \$69
Top Hunter CD \$69
World Heros Perfect CD \$69

### GENESIS

\$52

\$84

\$58

\$52

\$56

\$60

\$46

854

\$58

SRE

Bruta Above the Caw FIFA nterel'i Socce Judge Dredd Morla Kombat 2 Pitfall \$60 Primal Rage CD Prima Time NFL FB '96 Basildan Sam City CD Soul Star X \$52 Studgeman Wels of Sire SER World Spries Basehall JAGUAR

Jaguar CD System Jaguar CD System
Jaguar Power Kit
Alien Vs Predator CO
Arena Football
Barriley Basketball CD
Batman Forever CD
Battle Morph CD
BIOS Fear SAA Bratt Hull Hockey CD \$59 Chaos Agenda CD Creature Shock CD Dacty Joust \$52 Defender 2000 Demoition Man CD \$52 Fight for Life CD S59 Frank Thomas Ba Gunship 2000 Hightander CD \$52 ron Solider 2 CD Myst CD \$54 NBA Jam Tournament Power Drive Rally Primal Rage CD Return to Zork Soul Star CD Star Raiders 2000 CD Supercross 3D Thea Realm Fighters \$55 Wayne Gretzky Hcky CD \$59

Virtual Boy System Devil Busters Galactic Pinba \$38 Mario Clash Panic Bomber 540 Red Avarm Teleroboxes 228 Vertica Boy Vertical Force Virtual League Bas Wario Cruse Worms

Ultra 64 System Cruis n USA Donkey Kong Fantasy Final Fantasy 7 \$58 Gidden Eye Killer instruct 2 Mega Man Red Baron \$56 Robotech Star Wars Top Gun \$56 Turck, Dinosaur Hunter

Playstation System Playstation, with Game PSX Memory Card ASC I Control Pad ASC I Fighter Stick Madd Catz Deiuxe Pad 822 3-Decathlon 3D Baseba '95 7th Guest 2 11th Hour Alien Trilogy Alione In The Dark Assault Rigs Ball Blazer \$58 Batman Fo \$52

### Bxx Bass World Cha Blazing Dragone Braindead 13

\$62

953

Casper vana Bloodietting Chaos Rising Chironicles of the Sword \$54 Crossfire Cyber Sled \$46 DarkNet Dark Stalkers Dragons Lau Descent 2 550 Destruction Derby Disc World \$54 Double Heade Dungeons & Dragons \$52 Fade To Back \$50 Fade To Back FIFA Inimal'i Soccer '86 Frank Thomas Basebae Front Page FB Pro '96 Fmt Pge Sports BsB' '96 G-Potice GEX Hardball 5 Hi-Octane Hyper 3-D Pinba

Incredible Ide Judge Oredd Jumping Flash Kingdom O Magic Krazy Ivan \$52 Last Bounty Hunte \$54

\$52

\$54

SEC

\$48

222

\$54 urban Strike

Lawnmower Man 2 Legacy of Kain Lemmings 3D Loaded Lone Soidle Madden NFL '96 Magic Carpet Major Damage Mortal Kembat 3 Myst NBA '96

NBA n The Zone NBA Jam Session NFL Game Day NH ... Hockey

NHL Hockey '96 Novastorm Panzer Genera. Philosoma PO'ed Power Sports Socce Primal Rage Project Over Kill Psychic Detective Syndicate Wars RayMan

### PLAYSTATION

Return To Zork Road Rash \$54 Rock & Roll Racino 2 Silverlord Sim City 2000 \$49 Sim Tower Solar Eclipse Star Blade \$46 Street Fighter Animated Street Fighter Alpha \$54 Tekken \$46 Thunder Strike 850 Toh Shin Den Top Gun Fire at Will Track & Field \$52 544 \$52 WWF Arcade WarHawk, Red Mon mmer Fantasy BhaSS Wing Commander 3 Wipeout X MEN Children of Alom Zoop \$44

Super Nin System Core \$99 Per4nier Steering Whee: \$79 Batman Forever Breath of Fire 2 Castlevania, Dracula X Chrono Trigger Civilization Did Trax FX Donkey Kong Country 2 564 Dragon Warnor 5 FarthWorm , m 2 Final Floht 3 Gargoyli Godzilla Green Lanten nt' Superstar Soccer 2 zzy's Olympic Quest Jimmy Houston's Bass Killer Instruct Lobo Madden Football '96 Marve: Super Heroes Maximum Carnage 2 Mechwarrior 3050 Mega Man 7 Mega Man X 3 Mortal Kombat 3 554 NBA Live '96 \$56 PGA Ivitation Pocahontas \$65 Popeye Primal Rage Romance 3 Kingdom Secret of Evermore Spot Goes to Hollywood rek Deep Space 9 Super Turrican 2 Sylvester & Tweety Syndicate 559 Tecmo Secret of t' Stars

Tecmo Super Bowl 3

Yosh s sl/Spr Marlo v/2 S64

WWF Arcada

Wild CATS

\$59

Saturn System Saturn Arcade Racer \$345 Saturn Back-Up Cart Saturn Control Pad 3D Baseba 195 7th Guest 2 11th Hour 846 Agee Warrior F-111X Alien Tnlogy Astal \$24 Riscylina Center Ring Boxing \$52 Cłockwork Knight Congo Derk Stalkers Dragons Lair 2 FIFA internat<sup>1</sup> Socce rank Thomas Baseball \$52 GEX High Velocity Horde Hyper 3-D Pinball Iron Storm Kingdom O' Magic awnmower Ma egacy of Kan Magic Carpet \$52 255

Magic Knight Rayearth Maximum Surge Mortal Kombat 2 \$48 Mr Ponce NBA Action NBA Jam Tourna NEL Outstarbox Club 95 NHL All Star Hockey Night Warriors Panzer Dragoon Pebble Beach Golf Prima: Rage Prime Time NFL FB '96 559 Revolution X 552 Riglord Sage Road Rash Romance of 3 Knod \$58

Shinobi Legions Sim City 2000 Skeleton Warnors \$48 Soar Ecipse \$45 Space Ace Street Fighter The Mor \$52 \$52 Toh Shin Dan oper Deck Baskethall 354 Van Battie Virtua Cop w/ Gun Virtua Fighters 2 Virtua Racing \$52 Virtual Hydline 959 WWF Arcade Wing Arms \$54 World Senes Baseball \$59 X MEN Children of Alom \$54

### HINT BOOKS

3DO Game Secrets V 2 Atan Jaguar Secrets Chrono Trigger Strategy Fina. Fantasy 3 \$8 Lunar 2 Madden Football '94 MK3 Fighters Kompa NBA Jam Tournament Ed \$9 Virtua Fighters Poxt Codes \$6

C L. Latt 1 ORDER 1.0 1 47 1

8 2 Source

P 1 1 1 1 2 1 4 Dept 105 L Rocheste V Carro

# THE BIGGST AND TEST



EGM is your to task to the latest and greatest developments in the video game would. With the first into on the hottest wares, this pariews, tips and previous in a layout. EGM remains

SEADAD TONOME!

# LIMITED TIME BONUS!

Sub collect EGM no. and get a struct source.

Not only will you get the hottest index game may way before it hits the newsstands you'll also get EGM. 500

Hottest tips of all time, an exclusive guide packed with info year.

### SAVE BIG BUCKS! WITH ELECTRONIC GAMING MONTHLY TODAY!

Get 12 full-color issues of Electronic Gaming Monthly for only \$23.95! You'll get the inside scoop on the hottest games, reviews, previews, Interviews and behind-the-scenes reports that can't be found anywhere elsel

> Send payment to: Electronic Gaming Monthly P.O. Box 7524, Red Oak, IA 51591-0524

Name			
Address			
City	State	Zip	
E-Mail Address			

\_\_\_\_ Payment Enclosed \_\_\_\_\_

For Credit Card Orders, Call: 800-846-8503

KENANE

can't get alsowhere and a trial copy of them. W the arth your race order!



OR VIS T THE SUKE STERNE LITTE PACE TO START OU. LIBSCRIP ION ONL ONE LE







laser web myslerjously appears above Manhattan and puts the city in chaos as all the citizens are ordered to evacuate. Hydra, the cause of the web, now controls the city and sets the ransom for. its release at \$1 billion. Hydra demands that this offer be search out the web generataken or the web of fire will tors and release the city from Hydra's clutches.



DATIYU HEGER

EVACUATION ORDERED

### ellilli mežekimkil evet Wearing Red-And-Blue Tollis

Spider-Man has three types of attacks which you can exploit to kill off the defending armies. Besides the standard bunch, you can also use his web slinging ability to throw horizontal web blasts that will tie up enemies for a short time and allow you to get a free hit on them. Lastly, you have a special ability that allows you to call upon

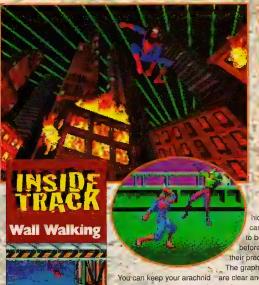
Daredevil to act as a kill-all weapon. He swings in and takes out all the wimpy enemies that are on the

screen with	you	at tha	t time;
RELEASE DATE		DIFFICULTY	
January		Moderate	
PUBLI	SNER		PLAYERS
Sega			1
SIZE		THEME	" DONE
24-Meg	Action 75%		





ever skill. After webbing an enemy, you can punch him one time before he breaks his bonds and teaches you a lesson. A good tactic is to quickly attornate the Punch and Web buttons to web the enemy and then hit him. This will stop him from getting a quick hit on you and sending spider-Man to his knees because of the quickness of the enemies. This factic works flawlessly until you run out of the pre-clous web supply that can be resupplied by collecting the web icons



You can keep your arachnic man supplied with health and web power-ups by gathering the icons for each that are scattered around the level. Some of these may also be

Spider-Man is given many

opportunities to wander all

about the city and climb

vertically on the sides of

objects. There are a lut

good tactics that can be

used in conjunction with

and plan your next attack

Wall walking is helpful to players in certain areas

the game, but can strike

a nerve when you must

climb back onto a ledge while you are on the side of

a wall with an enemy standing above you. This gives you ne roem to climb back into a fighting position from which you can defend you self and stop the enemy from taking cheap hits.

walls to avoid enemies

walls and other large

"The clarity of the visuals in Spider-Man Web Of Fire properly uses the added muscle of the 32X."



Free Daredovil, so you can call or him later for help.





Spidor-Man must use his brains as much as his fightin ability to get out of some jams.

hidden in unusual canisters that need to be destroyed before they reveal their precious contents:

The graphics in Web of Fire are clear and highly detailed, putting to use the added processing power of the 32X. Even though the character looks good, control is slow

and can become more of a

players who are expecting a faster-controlling hero. Sound and background music are good but are not outstanding compared to the standard sound capability of the Genesis... Whether it is Peter Rarker

burden than a lov to use for

Whether it is Peter Rarker or Ben Reilly under those blue-and-red tights, players who are big fans of Spider-Man or just superheroes in general will find Web of Fire to be challenging. The game has plenty of difficulty programmed into it. Even on the easy level, players may stumble. This game is one: that should be tried before the price is paid because players may find its challenges too hard to handle. V





There is No Such Thing as an Innocent Bystander

tand in the line of fire with Sega's latest shooting game Virtua Cop. It is designed to be used with the keypad or the Stunner, allowing you to blast your way through the three levels with the speed and accuracy of a pro.

Virtua Cop has a constantly changing 3-D perspective that scrolls smoothly by the

natural objects littering the levels. The enemies come from anywhere on the screen; sometimes they're right in your face or small and hard to hit in the background. Just when you get used to shooting at enemies in the midfield, you suddenly get startled by having an enemy jump in, taking half of the screen up and chopping you into

> pieces with an axe. Interaction between you and your environment is also a great addition. It allows you to shoot glass, break computer monitors and blow up boxes and barrels to find weapons, not

to mention blowing the bad guys into the air.

Acquiring different weapons is as simple as shooting them when they appear after becoming uncovered in an



BREDITS O PRESS SI







RELEASE DATE	INFFICULTY	
Now	Variable	
PUBLISHER	PLAYERS	
Cors	1002	

CD-ROM Shooter





### JUSTICE SHOTS

n Hirtun Cop you can act like John Wayne and use your I lociting ability not only to direct where your shots hit on the memy's body, but also to score more points with here shets. These here shets allow you to shoot the enemy in the hand, published him out of cummission and also saving his life. These shots are, course, harder to hit but they are fun to try just to liven up the commando style, if being a hero is not on your agenda, you can 🛼 es evil as you want by taking as many kneeday and head shots as rou like and sending the evil scum to their deaths. And for the sadists out there who crave causing as much pain as possible: you can take a crotch shot and watch the suit-wearing had quies ckie from the hot load ripping through their grains





Random hastanes are

They are some of the

up and vell the all-top

HELP US

running about in every level for you to try to say dumbest characters ever in grace the screens of a TV. kerever you are trying to skept, a hostage will pou famillar, "Help me" and stand right between you

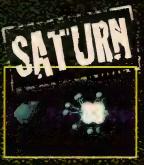
and the enemies you are trying to kill. Although you may not really care that you have to save these lostages instead of blasting them and letting them spill all over the ground, you do get penalized for each hit. You lose ene scalth point when you kill one of these se called innocent bystanders, in the first level, the hostages are all wearing white clathes and are easy to recognize as scople who you are not to shoot. In later levels, however, they are wearing suits and are easy to mistake for enemies. Unless you memorize the levels, you are bound to eliminal at least one-third of all the civilians-or all of them depending what kind of

mond you are in:

explosion or when an enemy relinquishes it. Most of them just increase the capacity of your weapon, but some are full auto, continuously firing while the button is held down. Others work in three-round bursts that conserve ammo greatly.

The graphics in VC are all outstanding. Everything is clear and bright, not letting you wonder where you are getting hit from. The whole game relies on your speed and accuracy more than your memorization of the levels and guessing where the enemies are while they are hidden in darkness or some other irritating influence. (Although memorization of the level does help.)

Although the stunner adds a touch of realism, many players will honestly find this game easier and more fun to play with the keypad, however. Overall, your best option is to try the game out for yourself and determine which one you prefer. This game is a must-have for violenceloving Saturn owners. V



### In space, no one can hear you die...

irst person shooting games of exploration are becoming more popular than ever. Data East is upholding their end as a game developer by bringing Greature Shock to the U.S. Saturn marker. The title outs you into the spaces it of a rescuer who is given the task of searching out the alien

intruder and eliminating its eader and minions.

While wentur ing into the alien. ship; you run into many different types of aliens that are attempt ing to do you harm. These

range from the small, bothersome creatures



voi. on your Fifty rendered cinemas tell the tale. Greens like these toes to the are sension but times are quite impressive. diant, nard

to shoot enemies that are aster and tiercer. The first level of the alter ship nas you wandering-inside the libring hallways and portals. The diverse stages easily keep players interested while they're wandering and searching through the

outstandingly rendered to the Saturn. They are not lust compliter-generated crea wres thrown into an FM background, but actually tit in with their surroundings wellike most of the similar games. The creatures don't just walk rastify up-to-you on the ground; some are clinging to the sides of venical walls while others are daugling from a web-like substance



















# ENEMY EAKHESSES





to get a larger on the

enemies and elimi. naie hem

which put that access to be led in action to kell off the unicons. Sumit Those spects was escalely highly visible, being a bright family uniconducted by the property of the p making the board by the state of the







### he ready for anything. Enemies will appear from all sines of her eargen, take aim at anything in the ready article pack.

The cirismas have a Slight pause in areas and the graphics throughout tend to be grainly, but they are scheduled to be improved drastically before tinal release.

This game is possibly the most outstanding game in ine genre available today with big levels that are easy to get lost in and amazingly depicted aliens that fit in closely with their surroundings. If this title grabs your eye, pick it up and give it a try just to be sale. W



and blocking your path. he control taxes a while to get used to but can be used effectively with a moderate amount of practice. The speed with which your aiming larget scrolls around the screen can be adjusted in the control pariets but you are move faster is an easier way



RELEASE DATE INFFIGURTY January Moderate PUBLISHER

THEME Shooter 60









leck kicks and the various other moves are

quite easy to pull off with the controller.

RELEASE DATE DIFFICULTY

Now Variable
PUBLISHER PLAYERS

Acclaim 1 or 2

D-ROW Fighting 50

# CONFORMITY BYTES!









JOIN THE REVOLUTIONS











playstation







Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, Salar Eclipse™ boasts third generation 3D technology

for the highest frame rate ever. That means

tent-pitching Velocity for our latest space
combat n' carnage convention. But hey, it's more
than some cosmic Speed trip. Your mission's

to battle a computer gone HAL—with all the
high-tech weaponry your top gun Wet dream

can handle. And where are you dancin'
this metallic lambada? On the new

Sega Saturn, of course. On yeah, you'll be
smokin' mister. But don't bother cracking a
window. It's 32-bits of Solar

Windburn out there.



Pick from a shiny collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture mapped worlds. Jagged astero diffields, fiery planet surfaces, Java filled caverns, and other sunny destinations



Working around the clock, scientists in our speed lab achieved hyper-rearistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Edis 172 Pinto



Meet Claudia Christian as the tough Major Kelt:—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.







#### Music Is a Weapon...

ou've probably seen
this game in your local
arcades. The coin-op
version of Revolution X was
originally done by Midway,
with a brand-new translation
for the Sony PlayStation.

The gameplay is simplistic, with one or two players guid-ing cursors over a constantly changing background. You can fire standard bullets or launch CDs. Along the way, you'll find power-ups in the form of laserdiscs, shields

and a gun enhancement.
You'll need all of these to beat back the tide of enemies who relentlessly attack.

The story takes place in an apocalyptic world ruled by a dictator. You are a freedom fighter who must take down major enemy installations. New Order, as the enemy is called, is comprised primarily of yellow-garbed guards. You will face literally hundreds of these guys. On the later levels, New Order will throw.

natives and ninjas your way. All of them attack in pretty much the same way, with a projectile of some sort. At the end of each area, you will come up against a huge Boss that takes plenty of



hits. In fact, you'll end up blowing them apart piece by piece. (They resemble the enemies from Smash TV.). Revolution X adds some

innovations to a genre long thought limited. First, there are times where you can choose your path. For example, you can opt to enter a building or sneak around back. This way, each











game is different every time you play. This definitely adds: to the play value.

Another cool part of Rev X is that you can shoot nearly everything on the screen. While stress relieving in itself, it is possible to open up new



You may not know it, but there are band members hidden throughout each of the levels. Only by finding them all can you receive the real ending to this game. Here's a trick to find the first hidden band member.

On the first level, when you enter the club choose to go right. As the screen moves over, you'll see a hathroom sign. Nuke it quickly, or you'll pass over it. You





should now enter the bathroom. Shoot all the stalls to find the first guy. Gook luck finding the rest.

You'll end up apart piece by





Not many players play for points anymore, but Revolution X has plenty of secrets for you to find. When you first land at the entrance to the club, you'll see a cat on a wall. Hit it with around eight CDs to knock it down. Peg it with one more, and an alien will appear. Shoot the alien, and he'll split into a small army of critters. Shoot each one for a major load of bonus points. What other secret point tricks can you find?



areas and find special secrets. This is the only way to get the real ending, by the way. Secrets are built into many targets on each of the levels.

Speaking of levels, each one is gigantic. The first stage is a run through Club X. You must blast your way to Aerosmith's dressing room. There are several places to explore, including the main entrance, and a stage. After receiving instructions from a VCR tape, you must flee the New Order forces via helicopter. This section is a fastpaced flight through the city. There are plenty of buildings to hit, and windows to smash.

The next three areas can be chosen in any order. You can save a busload of children in Egypt, or fight your way through a munitions storage





RELEASE BATE			IMFFICULTY		
Fecember		Moderate			
PUBLISHER			PLAYERS		
Acclaim			1 0	or 2	
SIZE		THEM	Œ	% DOME	
D-ROM	Sh	oot	ing	708	

facility. You can also stop the New Order from experimenting on helpless girls in . a laboratory. Each level is . diverse enough to hold vour interest.

The music of Revolution X was done by Aerosmith. The band members play a large part in the game, with you having to save their hides from the New Order forces. in terms of translation. everything from the arcade. is here. Every little effect and trick can be enjoyed. The graphics are a little pixelated, but Revolution X scrolls just like its coin-op brother.





#### **Earth's Last Line of Defense**

t vouse looking for an excellent strategy game, you can't go Wrong with X-Com. Based on the PC game of the same name, players must save Farth from an onslavent of men attacks.

X-Com gives you the ability to build your base anywhere on the planet and ame too Build as many bases as you want as long as you have money. From your bases you will conduct ae majority of your research As the game progresses



Sometimes you can learn Interesting Information

you'll want to build me necessary features on each base. One example is the allen containment room. It you don't have one any

aliens von capture will die UFOs will occasionally be picked up on your radar You'll have to decide now to espond. The object is to shoot down the alien ship You want it to crash and not blow up.

If it crash lands, you can send a squad of soldiers in to neutralize the opposition You'll have to equip your men and build their stats up. Strategy is ever-important if you don't want to lose any men. Use cover and move in formation



Make sure you have plenty of room in your

As the game progresses. you'll meet many types of allens. They range from cloaking things to creatures shat can wear human skin You'll have to study them to find out what they are like. To make things interesting, you have to try to capture some for interrogation as well

	74	5 7 7 4 5 7 7 4		(10)	
				11	
	at TAB	TIME	THE IS	10	
2 EGM	THE PERSON NAMED IN	T. TO	(F)	3 77.0	4

RELEASE BATE DIFFICULTY Now PUBLISH PLAYERS Microprose

CD-ROM Strategy

The most important thing you can do to put the odds in your favor is research. Buy as many scientists as you can and set them to work on a single project. If you do this you'll receive new into every few days. Try to have between 50 and 60 scientists. The faster they work, the sooner

The actual battle scenes

are turn-based like a military

simulation, At first, most or

the area on the screen is

what's in your line of sight

Ar alien can sneak up right

behind you if you don't look

around. Aliens like to use

cover so you'll have to

blast it away. Chuck a

grenade into a doorway

before you enter to clean

Beat the

Saving often can be a real life saver in this game. Take advantage of the memory card. Instead of having all of your soldiers die off in cheesey mission, lead up and try again, or if you wish, just leave it alone Another interesting thing is that sometimes the countries will give you a better rating upon loading up right before the critique it's a nice little trick to see more funding:

ystem...

plack. You can only see



you can get armer, weapons and intelligence on the alies life forms

out at the 's, Later on in the dame. # is possible to acquire tlying power suits These give you the ultimate ractical advantage. If you can position yourself on top of a UEO you will most likely

che w up any allen that pops out. It's finding strategies like these that make X-Com so much fun



two grenades in clear buildings that might have aliens insue.





four might have played: the PC version of this game A few things have been changed. Cinemas nave been added, and the difficulty has been increased dramatically. This is roughly the the PC version V same difficulty of X-Com-Terror of the Deep, it's a definite improvement, but

will be killed off quickly X Com is one of the best strategy games around. The graphics may not be the most impressive, but it is very easy to get-drawn

novice strategy players

into if. The eerie mood music is reminiscent of the Thing and The X-Files. The control is excellent with the confroller set with the PlayStation mouse, it's just like playing



Avoid arctic missions because they provide little cover and poor visibility.









TURRET REMOTE

## DEFCON 5

### **Get Off While You Still Can!**

ofcon 5 is a strange new game for the Haystation: It may look like ope of the many Doom clones out there, but this title is so much more.

You are a programmer who was sent by a corporation to install security programs into the systems of a far-off colony. Things went wrong, and now you have to find a way to escape.

all starts out simple enough, with you just hooking up the computer systems. The main segment of the game is from a first-person perspective with you wander ing through the colony constructs. Try to memorize the



basic layout. You'll need to be able to get around in short periods of time later.

Once parched into the computer you can start to get the systems opine. Most important is getting each of the six gurr turrets functional. These will work either with

or without you.
The targeting sequences have you guiding cursors over



INIO XVSTEMS L

Deploy Recondraids at each wreckage site to find amminit

attacking ships. These ships in turn will attempt to drop in troops or disable the colony functions.

ii a ship manages to get



You can sheet down incoming enemy skips win the Turret remote

by with a squad of troops, there are a few things you can do to survive. You have a number of automated drones that you can place

					. 0
	4	Esser A	and got t		T .s
	416			11770	C
S.		1	1.4		
	2	The state of			

Perational Status Structural Danage

Base Status Hangar Lare Support Section Hangar Lare Secti

Now Moderate
PUBLISHER PLAYERS
Data East 1

SIZE THEME

CD-ROM Shooting 1001

# 4 OUT OF 5 COMBAT PILOTS SURVEYED PICKED IT AS THEIR

# ATTACK CUIVSAIP OF ENDICE...





at stretegic locations. These are mindless at best, but at best they can slow down the vicious enemy Berserkers. You have several firearms for yourself, most of which you have to find within the contact of the colony.

The Berserkers get more

"You'll be hunted down relentlessly by the Berserkers"

and more intelligent as the game progresses. They will have in an your focation, so you have to keep moving. Killing the Berserkers will create trouble too. There is a set air supply, and carriage por-







Tutes the atmosphere.
You can regulate the air by opening doors.

Your best hopes of getting out alive invoive scavenging the necessary equipment from downed enemy ships and piecing together clues that prove your enemies are actually part of a corporate plot. There's a lot of stuff to get accomplished. All the while

you'll have exergies hunting you down through the corridors. Use the computer as a tool for stopping the enemies.

Defcon a figs some excellent graphics. Every section of the colony has been drawn. Cinemas show you taxing to the outer sections of the colony. Each time you play, the game is different it.

### INSIDE TRACK

Cyber's Strategy



Senetianes it is pessible to lock Berserkers in seme of the reams. This is important because yet wen't have to do usually all you have to do is get yourself to a computer terminal and beet up to a Map Screen. Reware because enemies will be cautieus and might set fait for this ruse.



depends on whether or notyou respond to attacks, and
how fast you eliminate problems. The total space that
you can explore is massive,
possibly getting new players
ost. Defcon 5 is not just
another Doom clone, rather it
simulates a pseudo-realistic
situation. This game may
star on slowly, but things
heat up quickly enough: 

V

## INSIDE TRACK Deploy those Drones...





brees are important tools that you can use to survive. Recondraids can check out the wreckage of enemy ships. You can get new and improved ammunition this way. Scourity droids are useful for halling the approaching Berserkers. Station them at key junctions or in frost of the elevaters. You'll need the enemy slowed down if you want enough time to use the computers to their maximum efficiency.



# T H U N D E R S T II J H E

FIRE UP THE THUNDERSTRIKE, and prepare for DEFFERIOUS CARNAGE.



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'il taste the debris!



Real-time combat and real-life conflicts a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.



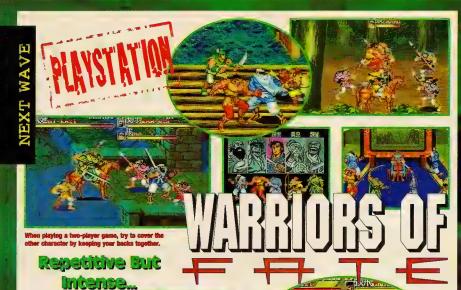
War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft then vaporize them with bone-shaking explosions!











ne of Capcom's many arcade Final Fight knock-offs will be reaching the PlayStation soon. You may have seen Warriors of Fate in an arcade. It wasn't all that popular. Think of WOF as Final Fight in Medieval Japan. You have your choice of five fighters; most of them play in a similar fashion. Each warrior has a Street Fighter-type move that can be done with a reverse Yoga Flame. There are also power moves that can be released by pressing the Attack and Jump buttons



at the same time. This, however, will drain life with each use. Each fighter also has a slide that can be executed by pressing diagonally downward with the Jump button.

Here's a quick run-down to give you an idea of what the five fighters are like. Please note that these names will

most likely change when this game is finally finished for a U.S. release. The first character is a warrior monk named Kan-U. He's garbed in blue and white and has attacks that resemble Haggar's. He

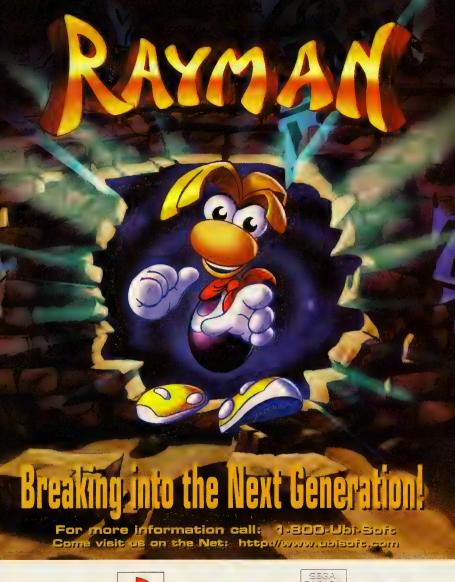
can spin around with his arms to knock foes away. Chou-Hi looks somewhat like a barbarian. He's an unarmed fighter whose moves look like they're out of Slam Masters. He has the most throws of all the warriors. Third is Chou-Un. Arguably the hero of the game, he is a young samurai, complete with sword. He has a Dragon Punch-like uppercut

that can cleave foes in two! Kou Chuu is an old archer who is best compared to the elf in King of Dragons. He may have limited defense





has of the warriors can luffict lots of damage with an un-close bits.



















resembles Guile's Flashkick.

After playing awhile, you'll notice Capcom's touch in most of the characters' attacks.

Throughout the game there are items to pick up. The most useful

icon will give you a weapon that does lots of damage. Another

will give you a horse. If you ride a horse, vou take less damage and have a longer reach. Not too shabby.

The graphics of Warriors of Fate are identical to the arcade. They are crisp and clear. The animation of each character in the game is smooth. It is possible to have a two-plaver simultaneous game. Surprisingly, there is no slowdown. There may sometimes be as many as 10 enemies on the screen, and there isn't even a single flicker. Impressive. In the end though, players might not like the fact that this CD is repetitive. Once you beat it, there is little to keep you





### "Identical to the arcade.."

playing. The same enemies are repeated over and over throughout the nine levels. You might also get a little peeved at the lack of originality that Capcom displays with the attacks

stolen from their other famous games. If there were new enemies for each level and more originality, this game would have truly been outstanding. V





#### Between adventures, you can try to eat your way to extra points and lives in the special bonus stages.

capabilities, but he has long-distance attacks. Gi-En is the last in the lineup. He wears green armor and car-





## CRITICON



Hollywood Animation Standards
Killer CD Sounds
Exotic Cast Of Characters
Fighting To Live For
Gameplay To Die For

DIGITAL ENTERTAINMENT INC.

Everything else is for mere mortals:



PlayStation

HuySupin aid the PhyStotica lags are installable of Sony Computer Estation (1987).

HuySupin game cannels with the LISE UV Estationates. CUIRCNIV\*\*\*3000005\*\*

1985 Young Under Estationates (1986). All rights promoted Estationates (1987). VECTION HIV.

22994 Ladamos Ana, Journaco, CA 99591 31 (2310) 223-3449 Flox, (510) 223-3249 VIII 757-54340

## SAVE HUNDREDS OF DOLL



### ARS ON FIGHTING GAMES.

#### BUY THE RIGHT ONE

The one with enough phenomenal

The one with super smooth texturemapped polygons performing countless motion captured martial arts moves at

60 frames per second. The one with four points



of view, whether you're kicking someone's butt or gelting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough,

it even knocks out the arcade version. Tekken"







he most recent addition to the Shockwave series is welcomed by enthusiasts who have enjoyed the first release of this two-part series. Shockwave 2: Beyond the Gate comes equipped with more playing options and a wider variety of battling craft to use on your missions.

The two CDs are filled with cinemas that quickly hook players into watching the characters in the game tell their story and give you valuable game info. The sometimes long segments of video are interesting and directed better than the standard cinemas with bad scripts and horrible actors.

The game features an easy-to-use in-ship Interface Screen that lets you complete such actions as outfitting your craft, communicating with the crew and jumping to different star systems. A hovercraft and a turret have been added to this release, tripling your mission requirements. They are a welcome addition, breaking up the monotony of using up to ship repeatedly.

Visuals are crisp and run smoothly while you wander in the large rectangular land-scape. Fall-down one-shot enemies appear from every corner and attempt to do harm to your ship. By using the radar screen in the lower center of your display, you

December Moderate

PUBLISHER PRAYERS

Electronic Arts 1

SIZE THEME BONE

CD-ROM Shooter 60%

can prepare for many incoming enemies by aiming early in the direction they are approaching. The nasties do not wander like sheep to the slaughter however. Many are fast moving, requiring you to waste a lot of ammo as you try to send them to a fiery

death. Ammo conservation is another great concern while on a planet's surface. The masses of attackers will demand the use of much of your supplies, and the only way to recharge your stores is to get refilled by the resupply ship that hovers



The in-ship interface is simple to use and controls the probattle conditions and information received.



Full vertical and rotational movement let your turnet rip through the weak one-shot enemies.

over your craft. It fills you instantaneously, not requiring you to wait there and get blasted as you try to recover from previous damage and weapon loss.

The feminine in-mission computer voice supplies you with step-by-step information and complains and rips into your shooting ability when your skills are not up to par. Ship comrades can also appear on your communication screen and give

you info (and give you a hard time as well).

Gamers partial to the first release need to give this one a shot. It has evolved into a well-rounded action/adventure destined to ensure a future third release. ▼

# 2 Craft

Shockware 2 aces two mere craft to the standard flying craft pipayers were accustemed to in the first release. These craft are the hovercraft and the turret. The hovercraft is a good battle craft shat is a let of fun to use. Jet around blastling enemies at a lewer elevation, it handles like a real hovercraft by sliding out in turins if you are net using any thrust. The turret adds some originality by putting you is a non-moving armoral poist. You kave flow

rotation as well as vertical control of the lasers and control of the lasers and rockets that you must use to defend yeurself and others. The missions are all designed to be completed in specific order by using each designated craft and flaishing each designated mission.



"Shockwave 2 is destined to ensure a future third release in the series."



# Linformation

The plot of the story and the actions you are to complete in order to win the game are displayed to you in the form of in-ship messages from crew members in leng, imaginative cinemas. The game stretches acress two CDs (which mainly attribute for the countless minutes of ongoing cinemas). Shart, info-filled excerpts from the crew of your skip keep you well informed as to your next objective. You kear from the ship's medical officer as well as ship's technicians and many others of the crew. Listen to then, or else, you will have no idea of what is going on or what you are supposed to fine next.







These enemies use their numbers to make up for slow movement.



Check the mission preview to get a land and object overview.





## BUST-G-MUV2

#### It's Bubble-bursting Fun

use A-Move is the bubble puzzle game where you are in control of the bubble releasing apparatus that spus out different colored bubbles, which stick to the others that are already rooted in the game area. The game has the same goal as most puzzle games of this type, requiring you to clear the entire screen

of all objects in order to advance to the next stage.

You are in control of five different colored bubbles that must be matched in groups of three to get them to explode. With properly placed shots, you can take out multiple oubbles by striking a weak spot in the bubble structure to save yourself more of the precious time you are racing against. There are vertical walls on both sides of your

bubble gun that can be used to bank shots off and squeeze the spheres into tight spots to get a hand to-reach match.

Bust-A-Move may sound like a relaxing.

your-own-leisure mizzle game, but in reality you are in a constant race against





The small hubble trail is used to fact the bullets and habitation

bubbles and complete the level before the ceiling of the playing area squeezes out all of the screen room and leaves you helpless.

Puzzie-game fanation seeking a unique.



The second second

mind-bending title for the 3DO that presents a new approach to the falling block style of games, should seek this title out. It is destined to give players hours of colored bubble fun. Y.





RELEASE DATE	DIFFICULTY		
Now	Moderate		
PURLISHE	PLAYERS		
Panason	c 1 or 2		

Panasonic			or 2
	THEME		
CD-ROM	Puzzl	e	100%



"Exploding robot brains."



"Smeared android pus."



"Ruptured cyborg guts."



MAXIMUM SURGE. IT'LL SCREW YOU UP FOR LIFE.





## INTER

underground

Your guide to Cyberspace

Plus: The Web Guide: FREE

with every copy listing hundreds

of reviewed

Web sites organized into

12 easy

12 BIG MILLIIII / ISSUES

ONLY\$19.95

HAT'S OVER 60% OF

THE NEWS,

#### SAVE BIG BUCKS! WITH INTERNET UNDERGROUND TODAY!

Get 12 full-color issues of internet Underground for only \$19.95! You'll get the underground scoop on the newest sites, plus special interviews and behind-the-scenes reports that can't be found anywhere else!

> Send payment to: INTERNET UNDERGROUND P.O. Box 1502, Lombard, IL 60148-9624

E-Mail Address

**Payment Enclosed** 

\_\_ Bill Me

For Credit Card Orders, Call: 800-846-8503

KEGA



Tefle Sherre

Beg Beaus

ioin the Revolution...



If you're a graphic designer/animator: 3D, SGI, sound designer, sound programmer: C, C++, graphic/animation programmer: C, C++ assembly, make the a leap to Konami Camputer Entertainment Chicago Inc. You'll lest the sush of what real creative Chicago Inc. You'll incel to wedom can do for your We're aggressive whencan R&D arm of Kon

give you the kind of leading and the no-holds barred freedom y canorrows his sames. Along

the rewards of a terrific pay and benefits package. We're looking for the most outrageously tal-ented people to come create in our state-of-the-art facility just outside Chicago. So send your resume and salary history to: Konami Computer Entertainment Chicago

Human Resources Dept: (code), 900 Deerfield Parkway, Buffalo Grove, IL. s0089-4510, Tel: 700011-51-00 ext.

fax: 708/





## A Penguin Is a Terrible Thing to Waste

odney and Bernard. the champions of intergalactic dogoodery, are preparing their frying pans and baseball bats to help Earth's citizens clean out the infiltration of aliens whose purpose is to take over the Earth, These aliens (disquised as penguins) disguised as humans have to get into the Doomscale machine and throw off the alien-to-goodpenguin balance of power. Your job as either of the

heroes is basically to coax the good penguins into the Doomscale machine and keep the mutated ones from entering at all costs. You can use tricks and traps to kill anything that walks into your reach. Machines such as the Spike-Shafter, the Chopper and the Grabansling will grind up the alien intruders. But beware, these machines are equally lethal to non-mutated penguins! Be sure to keep a sharp eye on the good guys and stop them from being

ground into powder the same as the bad ones.

You can also get up close and personal by collecting the three letters that spell out your weapon and use it to stun the evil guys. The only problem with trying to kill them all yourself is that your weapon will only stun tnem, unless you have it powered up. To power it up you have to grab power orbs that are produced when you smack any penguin (good or bad) with an unpowered weapon.

Once you grab five power orbs in a row without using your weapon, you will see it grow in strength and you are now ready to smash some mutant penguin butt.

Little fluffy mops with feet known as gremlins also have

RELEASE DATE		DIFFICULTY	
December		Hard	
PUBLISHER		PLAYERS	
Atari		1	
SIZE	THE	ME	% DONE
16-Meg	Act	ion	202

# Penguins



# KNOW

FOR FASTER SERVICE CALL 1(800)846.8503

cash in on SUPEY SAVINGS

> score bid with

the best electronic entertainment mags!

### **SUBSCRIBE AND SAVE 60%!**

Get in the know with the biggest and best video game magazine in the world ELECTRONIC GAMING MONTHLY! For only \$23.95, you'll get 12 big issues delivered to your door - that's \$35.00 off the regular newsstand price!

name address

city

state |zip

e-mail

Payment Enclosed | Bill Me



#### SAVE ON PLAYSTATION NEWS!

If you're looking for the latest and most comprehensive information on the Sony PlayStation" then you need P.S.M. Get 6 bi-monthly issues for only St.495 - you'll get tips, news and reviews on the latest playstation games!

name

address

city

state

e-mail

☐ Payment Enclosed ☐ Bill Me

zip



## GET IN THE GAME AND SAVE!

If sports gaming on consoles or computers is eluding you, then turn to the premier sports gaming authority: CYBER SPORTS: For only \$14.95 you get six bi-monthly issues packed with info and playing tips on the latest titles.

name

address

city

state |zip

e-mail

☐ Payment Enclosed ☐ Bill Me



A low 6 to 8 weeks for delivery of the first leaus. Enclose US funds only. Canada & Maxico add 58 per year international Bates 575 per year

#### BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 242 RED OAK, IA

POSTAGE WILL BE PAID BY ADDRESSEE

ELECTRONIC GAMING MONTHLY P.O. BOX 7524 RED OAK, IA 51591-2524

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES



#### BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL POSTAGE WILL BE PAID BY ADDRESSEE

> PLAYSTATION EXPERIENCE P.O. BOX 1613 LOMBARD. IL 60148-9627

> > liffe floored bladach blood boold be

#### **BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL POSTAGE WILL BE PAID BY ADDRESSEE

> **CYBERSPORTS** P.O. BOX 1613 LOMBARD. IL 60148-9627

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

# YOUR FOR FASTER SERVICE CALL 1(800)846.8503

cash in on

the best electronic entertainment

mags!



extra good penguins for the next level (depending how good you are).

"I think down deep we all want to smash flightless, mutated birds!



away from the Boomscale mouth. to stop the mutated penguins.







to be collected during your journey. They allow you to open chests and use machines. The more gremlins you pack into a machine, the faster it opens. Thus, you won't waste time waiting for one or two gremlins to open a chest when five or six will do the job immediately.

Visuals are clear and the sound effects are good except for the wretchedsounding transporter that



Attack of the Mutant Penguins is one of those sleeper titles that you wouldn't expect to be so addictive, but ends up consuming much of your time as you struggle more and more with each successive level. This is indeed a challenging title that is hidden behind a childishsounding game. Make no mistake, Attack of the Mutant Penguins is not for younger or inexperienced players. V

## ISE THE GOOD PENGUINS

The mutant penguins' sole purpose is to get into the mouth of the Doomscale and sway the balance in their favor. To counteract this imbalance of power, coax the good penguins also into the mouth of the Doomscale. This will force the balance back into the good penguins' favor and stop the mutated ones from gaining the upper hand. There are a few different ways you can help coax the friendly penguins into the scale. The best way is to change the signposts so they guide the good penguins directly into the mouth and quide the evil penguins around the long way and possibly by some traps that will kill them in some manner.





Coax the non-mutated penguins into the Doomscale machine to help counteract the onslaught of the alien penguins rushing the machine





## M1551 COMMAND

The Classic Hit Breaks Into the Next Dimension

ven though we have seen many great games come and go over the years, it's always a blast to take a walk down memory lane and fire up one of the original, hall-of-fame masterpieces. In their time, they were state of the art: now we look at these games as pieces of the past. Atari has taken one of their originals. Missile Command, and

rereleased it with a few added bonuses that will keep not only the veteran gamers happy but future players as well. In Missile Command . 3D, there are three modes to test your skill: Original, 3-D and Virtual. The original is pretty self-explanatory; twodimensional gameplay with one objective: Protect your bases from an onslaught of enemy attacks The 3-D

"If you're looking for the original the Jag is not where you're going to Find it

Mode plays very much like the original, but has been upgraded graphically to give the player the feel of being in control of the action from a command center placed a safe distance away from the destruction. The last mode of play is the Virtual Mode. Unlike the first two modes.

here you also have a setback view, but the "virtual" comes into play when you have to switch between the bases. The strategy comes in when you realize the fate of the world is in your hands; are you up for the challenge? ▼



RELEASE DATE Atari 16-Meg Shooting 809





ARTWORK WORTH
\$1,000!



N	ar	n	2:	

Adress:

#### Phone:

Age: Circle what type of game you like:

ACTION/ADVENTURE RPG SPORTS PUZZLE STRATEGY COME WHAT TYPE OF SYSTEM DO YOU HAVE? SNES GENESIS



# Call the Hairclub, We Got Baldies!

veryone's squishy friends are lining up to build and battle on your Jag CD. Baldies puts you in charge of developing an armada of the spineless masses to battle against hostile enemy forces. In the game, your mission is to

build your Baldle empire and search out the local enemy force to destroy them. The game follows these same guidelines through the various stages, but continues to increase the difficulty in the missions by raising the number of enemies and



Keep a good supply of builders on hand, working to keep your structure from falling apart or burning.



starting your troops out with less equipment and supplies to begin the battle with.

There are four types of Baldies each with its own skills that benefit you in various ways. You access their skills by placing them inside structures that they build and making them to go to work. Each building can hold a set amount of Baldies, by balancing the number inside you control everything

from their research and weapons to their repopulation habits. Increasing the number of soldiers inside allows the soldiers outside to shoot and use grenades. Increasing the number of

December Moderate

Publisher Players

Size THEME Shows

Atari

134 EGM

#### Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360' Fighting game

Superbly defailed graphic, unprecedented fighter control, high quality soundtrack, sweezers seems and plantenge are all combined to give you the

Colif St. 31 retailer!





- 10 ruthless fig mas (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks.
- Unleash an arsenal of deadly rekiller combos and for the first of any 3D fighter-jumping attack
- Zero Divide's unique Ring Edge a skillful fighters to grab onto the serning and pull themselves back
- Type agreemory card \$254 printering
- Select forms and a seek succent camera angles, include innovative perspect from the firms viewpoint and a rotating even in replay mode















New researched weapons cause semetimes unknown results.

scientists allows you to research new weapons and equipment to help your army in the battle.

Moving your cursor around the screen is extremely slow in the beginning of the game, but will speed up if you can perfect the skill of using the A button to scroll around. Best results are obtained by finding the balance between the slow and fast-moving cursors and practicing with



the two extensively.

The graphics in Baldies are fair at best. The characters and structures in the background are not as sharp as one would expect them to be because of their small size. Players can still get a good feel for the action by just watching, but the visuals could have been more clear throughout. The music sounds like a cross between classical and Pee Wee's Playhouse but is still highly imaginative and enjoyable



Besides the ability to just move the Baidles around and let them go about their business, you can move them into trees and amass



your army for a huge onslaught without moving each Baldie to the enemy's landmass. The enemies can't find your troops hidden in the trees and therefore are safe from them. Once you release them, however, the enemy is in store for one heck of a bad time caused by flying bullets and lobbed grandes.

for this type of title.

Baldies taps into the strange and twisted part of your brain that makes you enjoy building and conquest. It is easy to get hooked on Baldies while acting as a god, controlling the hairless masses. For Jaguar CD owners, Baldies is bound to soak up much of your time.



Build your forces quickly to fight against the enemy bases.





Your buildings evolve from shacks to glant, thriving battle fortresses.



## Breeding Baldies

To increase the number of your masses, keep a large amount of working Baldies in each of your structures. They will continue to reproduce and release the new creations in your front yard so you can then designate which trait you want them to take. To get



even more Baldies, build more bases and follow through with the same tactic. Make sure you keep enough builders inside your base to keep It from falling apart from a lack of attention. Players must experiment with their own game to find the balance that works best for them.



Putting your Baldies to work inside the buildings is the root of the game and determines the outcome of your actions.





begin creating virus ankind has grown dependent on the Datapods that clog the Override mainframe. I-WAY, Now, you are which was designed to hanmankind's only hope

dle the increasing complexity of the world net called the

I-WAY. This system has worked for many years without a problem; however, its databases start to mutate and

to clean out the mutant databases and remove the virus datapods that are blocking the I-WAY. Choose either a light.

medium or heavy mech, then enter the I-WAY.

Attempt to clear out the datapods and databases by finding weapon and energy power-ups that will help you make more of a statement.

Your mission is to collect datapods that





opens up for you. will remove the existing virus programs. You also have to destroy mutant databases to stop viruses from appearing. Once this is complete, enter the datalink.

I-WAR is packed with polygon graphics. The levels have different stages that are connected by a warp. These jump gates move you guickly to different areas on the map where there are additional enemies and datapods that should be collected. Levers and switches that raise platforms and other moving objects will be encountered.

PUBLISHER		PLAYERS		
Atari		1 or 2		
SIZE	THE	ME	", SOME	
16-Meg	Shoo	ting	100%	

December Moderate

RELEASE DATE

Be sure to stay on your toes, because it is easy to lose lives during the course of this fast-moving game. Players looking for the

Once all the datapods are collected, the exit

#### "I-WAR is the Jaguar alternative to the PS Assault Rigs."

Jaguar alternative to the PS Assault Rigs should check this one out. The polygon visuals and the interaction between background objects make I-WAR a mech game to look out for if you're a Jaguar owner. ▼

# THE FUTURE IS NO OUR COPY OF THE

OFFICIAL BABYLON 5 COLLECTOR'S MAGAZINE!



## DER TODAYI

To receive BABYLON 5! Join the Earth Alliance on the Babylon 5 space station for an interstellar look into one of the most creative sci-fi shows on television! Exclusive interviews, FX secrets and the most complete Episode Guide to date makes the Official Babylon 5 Collector's Magazine a necessity for fans!

The interstellar adventure of B5 is now an out-of-this-world magazine! Act now to reserve your copy of the Official Babylon 5 Collector's Magazine for only \$4.99 (plus \$2.01 shipping and handling)!

Send payment (\$7.00) to: Babylon 5, P.O. Box 1733 Lombard, IL 60148

E-Mail Address



Name Address City State

For Credit Card Orders, Call: 1-800-846-8503

Once that make datable in the property of the present of the property of the p









intendo's fast-action fighting game of combo moves has been shrunk down and packed into the Game Bo Now, you can take your favorite fighters anywhere you go in portable form and battle your way up the fighting scale of warriors on the go.

Besides the most obvious

as af Riptor, the characters main the same. The moves and combos are the same to ach character. But in this ortable version, me ability is ouild up a great amount of attacks appears to have been lost in the conversion process. The programmers seem to have torgotten bring over the one feature

that made KI different from rest he hinting



game nasses-combos combos are still included even experienced players have difficulty putting together anything more than just a conster combo.

The appearance of the stages and the characters are decent and fairly close to real even for the miniature screen of the Came Boy. There is

> even changing background music (clicks and pops) that is almost as upbear as its color big brother. The sound effects are the only area of

irritation even in portable form. They sound like nothing more than two different tones of someone dragging a shoe across concrete. The louder noises



are representative of a hit and

the quieter ones mean that

that the move missed.

the opponent has blocked or

If you can't get enough of Ki no matter where you look

try the Game Boy version. If you are looking for a new thrill, pass on this one and stick to what the Game Boy does best: puzzle and minimal action games. 🔻









DIFFICULTY Now Moderate

PUBLISHER PLAYERS Nintendo

4-Mea

140 EGM

# Remember the time you got your butt kicked?





Unlike your brain, Interact's MEMORY CARD PLUS™ card for the Sony PlayStation™ and Sega Saturn™ systems only remember what you want them to MEMORY CARD PLUS for the Saturn has an incredible 8 MEGs\* of game saving power—twice as much as Sega's memory cardi And the MEMORY CARD PLUS for the PlayStation can store up to 120 of your best games—eight times more than the Sony memory cardi If you're not putting your best butt—kicking memories on a MEMORY CARD PLUS, you've probably taken one too many punches to the head.

For more information on Interact products and promotions, check out the Interact Web Site at: http://www.smart.net./~interact

\* Four megabits with 2x compression.

Sega and Sega Salum are registered trademarks of Sega Enterprises. Ltd. Sony PlaySullion is a trademark of Sony Computer Entertainment Co. THIS PRODUCT IS NOT A GAME. MEMORY CARD PLUS a strademark of interact Accessories. Inc. © 1996 interact Accessories, inc. A wildpits Reserved. Prevent Accessories. Inc. A RECOTON COMPANY 10945 McCormox Road, Hunty Assey, MD (2013). 14101 (1856).





#### **Get Some**

onic's friend Tails stars in his first action garme without the help of any of his comrades. As Tails, you can use your fast-swinging fox tail to lift you high off the ground and hover over dangerous objects. This

"Tails'
Adventure
requires more
thought and
planning than
fast-action
movement"

flight can be sustained for as long as your energy meter allows you to keep up the demanding task.

Your health is acquired in the standard Sonic way by



Hover ever enemies and drep bembs exte them while avoiding damage.

Rocks and spring boards can be pushed to clear the way or to lot you reach unaccessible areas.

gathering rings and dropping them when your character falls into trouble. Ring canisters abound in the stages and allow you to store more than just the 10 you begin with. Canisters are usually located in an area right before a level Boss is encountered.

Besides the flying capability, you have a small inventory of weapons and special use items that include standard bombs, timed bombs, small remote control craft and other speciality weapons. Using weapons is the only way to kill the one-hit enemies. Jumping on their heads as: Sonic would will just cause you damage.

Control of the fox is accurate, but the slow walking of the character makes all movement appear sluggish unless he is flying. The audio and sound effects climb above the standard for a Game Gear title.

By demanding more thought and less

race against-the-clock movement, Tails' Adventure requires you to use your mind; not just reflexes and timing. Sonic should watch out; his friend may become more popular than he is with decent titles like this. Y

Now Moderat

PUBLISHER PLAYERS

Sega 1

SIZE THEME NOME

4-Meg Action 100



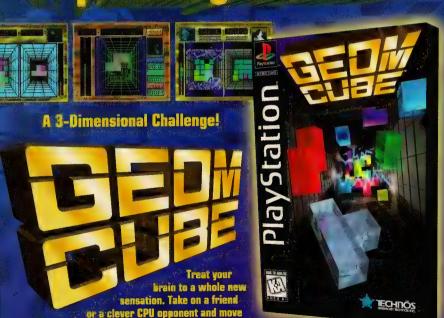




## Mental Block?

If old puzzle games leave you feeling flat,

# Try a new dimension in puzzling excitement





shapes in a real 3-Dimensional environment







### The Stauf Mansion Has Sat Quietly for 70 Years, Until Now

nere are a lot of PC names that have come and gene in e past: some good, some bad However there are a few that stick out in even body's mind as being-"ground breakers." One such game that comes to mind s The 7th Gues. Upon itsrelease, this-masterpiece set the industry standard for fature times with excellent

story line and a election of mind-boggling puzzles that sent gamers scurrying to the stores in search of a hint book. That was then, this is now, and Trilobyte has been hard at work preparing The 11th Hour: The Sequel to The 7th Guest, the second installment to the original dark and grisly tale. More than 70 years have passed. since the original setting of

he role of an investigative reporter for a TV show. Case Unsolved. The story unfolds as you must head for the mysterious Stauf Mansion in search of the show's missing producer who just happens to be your girlfriend as well. The gameplay in The 11th Hour is somewhat

similar to that

rew twists to it. You will still have to explore the house and try your luck at the extremely complicated hairpulling puzzles that the evil Stauf has conjured up but







RELEASE DAT	16	DIEE	CULTY
Now			ird
PUKLE	SHER		PLAYERS
Virg	gin		1
SIZE	,	HEME	% BONE
CD-ROM	Ad	17/D11	7 1002





#### PC Gamer Editor's Choice

- "Every bit as clever as the original." Game Players
- "An immersive, satisfying and original experience." Ultimate Gamer
- "The only complaint I have is that I wished I had more time to play the game...
  3D Lemmings is a winner." Electronic Gaming Monthly (Editor's Choice Gold)





unlike the first game, you are on a treasure hant for items that Stauf has hidden in the mansion There are many different items to interact with, but to progress through the game you will need to click of the correct one in order to do this successfully, you will have to use a small gamebook much like a computerized personal organizer This is where you will not only load and save parties. view the floorplan of the house and receive help or the puzzles if you become stumped but also receive a small text clue leading you in the direction of the correct object you need to find in the house, For example, you first text clue in the game is winter coat used for a

mixer." By analyzing the puzzle, vou must first use the clue, "used for a mixer and reamange the letters in winter coat to find the answer, if you have figured it out you will soon be on your way, searching through the mansion for a bottle of tonic water. Once you find the object, you will be able to watch a small segment of video via the gamebook that will reveal a little of the story at a When you have successfully completed your task of solving all

the puzzles in the

house and finding the

correct items, you will

he able to piece together

me story and find out the

anewers to lot of the

"Trilobyte once again sets the standard in multimedia technology and interactive entertainment with The lith Hour!"





After heating the third puzzle, search the hidden terture chamber and remember everything you find. You will need this late later.



unsolved questions in the game. Sound easy? Not like ty. Right from the first puzzle, you will find yourself wondering it the solution is even remotely possible. If your expenses the solution is even remotely possible.

looking for a game with superior graphics that will be well worth your money. The 11th Hour: The Sequel to TI-7t Guest is just the game ou've been writing fed.

# Making O

To understand low impressive The 11th Hour is, you must take a well- behind its access and check out some at the space on this incredible CD-RSM edventure. First, this is the first multimedia game to be released in lefterbox formet, which runs at 38 frames per second with a screen resolution of 840x20. Because the resolution of a television is 320x248, this means the quality of the video that is used in The 11th Hour is on advanced that it will be lard for the player to tell the difference between the game and a cliesma sequence. To accomplish all the high-quality video, the game had to be compressed using an earthry new method called Encode, a preprietary software teel. The statistics of the only product are extundingly the 11th Hour is 800 glay uncome pressed and fille only three CB-RONS, which includes more than \$5 minutes of full-metion video and is 12 these larger than its producescent, The 71th Encode.





# MING COMMANDES.



Heart of the Tiger

ORIGIN IN ASSIGNATION WITH ELECTBONIC ARTS'S PRISENTS A CHRIS NOBERTS GAME
"WING COMMANDER III: HEART OF THE TIGER" STANDING MARK HAMILL, JOHN RHYS DAVIES, JASON BERHARB,
TOM WILSON, GINGER LYNN ALLEN 456 MALCOLM MIDOWELL AS "TOUWYN"

CHRIS DOUGLAS PHILLIP GESSERT CAME GEORGE OLDZIEV CHARL VIRGIL WARPEN.

BONNA BURKONS FRANK DIPALWA ... TERRY BORST

CHRIS ROBERTS FRANK SAVAGE ... CHRIS ROBERTS



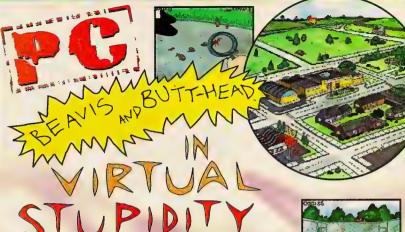




#### Coming soon for







### The Streets Will Flow With the **Blood of the Non-believers**

ou've seen the show. vou've watched the videos, now prepare vourself for the ultimate in computer entertainment: Virtual Stupidity! Spend a day with your favorite fartknockers doing what they do best: causing trouble.

Your adventure begins in the worst possible place: school. Your first objective is to figure out a way to get out of class without getting

busted, then head down the hallways looking for the ultimate escape route. Be careful, though, because on vour way you are destined to run into some serious dumb@\$\$es such as Mr. McVicker and everybody's favorite Mr. Buzzcut. If you're crafty enough to make it to freedom, you can then choose to explore the different areas in your town. all the while keeping in mind



Besides figuring out which items you need to pick up to progress through the game, there is humor to be found everywhere by just looking at or touching cool stuff. Some of the areas that you can wreak havoc with in the game include the park, the Mini Mart, the Burger World

and, of course, your house,			
RELEASE DATE	DIFF	CULTY	
Now	Mode	erate	
PUBLISH	EB	PLAYERS	
Viaco	mo	1	
SIZE	THEME	* DONE	
CD-ROM A	Advent	100%	



#### "It just doesn't get any better than this!"

just in case you feel like watching some videos that don't suck. One of the bonuses of Virtual Stupidity are the special minigames that your feared leaders can participate in. After playing all the games and collecting all the necessary items, and maybe if you're cool enough. you will be worthy to join Todd's gang. ▼



#### If PlayStation's Your Vessel...



Earth invasion! Earth invasion! Annihilation is imminent! Deploy Jupiter Strike... Survival of the human race boils down to you! You're in the cockpit for the most realistic 3-D intergalactic war of all time! Through blackest space, raging asteroid belts with deadly.





robotic colonies and vast armadas of alien warships, mankind's only hope for survival is...Jupiter Strikel



# NOW YOU'RE REALLY IN DEEP S#PT!



This is more than intergalactic warfare. This is the future of mankind! They come from the bowels of a million hostile planets. Buggin' turbocharged enemy warships! Big ones! And they want you...dead! This is high density combat of galactic proportions! Your only hope...lock-on lasers, explosive tracking missiles, lightning-quick reflexes and a soft spot for the human race!



61995 TAITO CORP. /TAITO AMERICA CORP. Licensed by TAITO GORP. /TAITO AMERICA CORP. Developed by Taito Corporation. The "\$" log and PlayStation are trademarks of Sony Computer Entertainment Inc. Segs and Segs Statim are trademarks of Segs Enterprises, 1,td. Alt. riversends. Academ is a division of Academ Entertainment Inc. & Get 9.58 Academ Entertainment, Inc. & Ill ghist reserved.





ox Hunt is an action/adventure-based spy thriller in which you are thrown into the world of Jack Fremont, a normal guy who finds himself in unbelievable circumstances. Your many missions will have you searching for missing launch codes, snatching a briefcase full of money and diamonds, avoiding being

killed and if you feel like it, getting the girl. Oh, and you only have 24 hours to save Los Angeles from the missile pointed at it.

Players who are already preparing themselves for a "follow the guided-line adventure" where you need only to sit back and watch the story reveal itself as you hit a few buttons, should get

four primary mission is to find the mission codes to stop the nuclea warhead almed at Los Angeles. Peoples' lives hang in the balance.

ready to inspect Fox Hunt more closely. There are multiple paths allowing players to gather information, make real-time decisions and battle the bad guys. There are more than 20 different action sequences that will have you fightling hand to hand, skiing, snowboarding, racing and shooting while careening at high speeds through a maze of tunnels among many other actions. The game also features 10 different outcomes based entirely on the player's actions and chosen sequence of events during the riddle-solving process.

Control revolves around the use of the number pad for directions and the enter key to select the object in front of your face that you want to use. The loading



Grab your skis as you battle against enemies in this winter setting (Aspen). These gun battles will force you to protect your skin.



1	RELEASE DAT	E	DIFF	C	JLTY
į	Januar	January Ha		ar	d
1	PUBLI	SMER		P	LAYERS
	Capo	Capcom			1
	SIZE		THEME		°, DONE
	CD-ROM	Αċ	lvent		40%



A NEW DANGER.

A NEW LEGEND.











[ BCTURL SEDEEN SKOTS

R VEW ADDENTURE IN THE STARWARS SAGA.
FILMED EXCLUSIVELY BY LUCASBATS ENTERTRINMENT.

Tebel Assault II: The "dden Empire" is a totally fresh, completely original chapter in the Star Wars universe. Noth movie-quality live action video-incorporating props, sets and costymes from the Star Wars trilogy, Enhanced 3-D graphics. Plus an all-new storyline. It's more than a sequel, It's the new standard in interactive space combat.

Available on PCCO-BOM (DOS and Mindows 95" compatible). Check out Rebel Assault It at LacasArts web site: http://www.locasarts.com

information of the linking September Characteristics and the formation of the september of



Capcom pushes
FMV game
technology up
to motionpicture level."





sequence between frames is quick and will keep your attention tuned to the screen while the new info is accessed off the disc. All of the movements and actions are cinema-based.

Accessing different items in your environment will require a player to click on an object multiple times to get all the

information out of it (such as

the answering machine).

Most of the actions are designed to make the game feel non-linear and above all to entertain the player with humor and sarcasm. While some of the events are actually useful in your mission, these occurrences are few and far between.

For players just skimming over this article because they are not interested in PC games, be forewarned: Fox Hunt is soon going to be available for the Mac, PlayStation and the Saturn. Fox Hunt is Capcom's chance to prove themselves as a leader in full-motion video games. If FMV is your style, you can't afford to pass on this one. With this much effort put into the title, players are just waiting to be

impressed. Let's see what

the game delivers.













# HOW DO THEY



Fox Munt is supplied with ever three hours and 20 minutes of full-motion video. It was sket entirely on 16mi film with the intention of giving the came a deeser and richer picture quality that would be a step above the industry standard most FMV games have used up until this point. All in all, more than 40 sets and 2,100 camera sets were used to depict some 735 scenes that were all filmed during a 33-day shoot in Los Angeles and Aspen. It looks like the minds of Capcom have finally decided to push the standard of full-motion video to a level more worthy of the film industry than the game market. What's next?

BEAVIS NO BUTT-HEADS



LIKE, MAKE YOUR COMPUTER AS SMART AS US.

IF YOU'RE LIKE, "DAMMIT, MY COMPUTER'S NOT KICKING ENOUGH BUTT AGAIN!" PLAY OUR GAME. IT'S SPOSED TO BE "A CD-ROM ADVENTURE GAME" OR SOMETHING. BUT IT'S REALLY JUST ME AND BEAVIS BEING COOL. AND, LIKE, IT'S NOT IN SPACE OR WHATEVER. IT'S JUST A NORMAL DAY--YOU KNOW, LIKE DRIVING A TANK AND BUSING OUT OF JAIL AND STUFF. THOUGH I GUESS THERE IS SPACE, IF YOU COUNT BEAVIS'S BRAIN, HUH HUH HUH.

- COOL MINI-GAMES AND MUSIC VIDEOS INCLUDING GWAR, SAUSAGE AND PRIMUS.
- CO-STARRING TODD, BUZZCUT, VAN DRIESSEN, MCVICKER AND MORE!
- VOICES BY
   MIKE JUDGE,
   THE VOICE OF
   BEAVIS AND
   BUTT-HEAD.
- ALL NEW
   ANIMATION FROM MTV ANIMATION 8TUDIOS.
- Original dialogue by show writers Sam Johnson & Chris Marcil.



NO WUSSY RACE-CARS FOR US. ONLY GOOL VEHICLES, THANK YOU.



WE RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.



WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT. HUH HUH. TALENT.



LIKE THEY SAY IN THAT OZZY MOVIE,
"THERE'S NO PLACE LIKE HOME."
UNLESS IT SUCKS.

FOR MORE INFORMATION, CAL. 1-800-469-2589

© 1995 Viscom Internations, no: "MTV Mills of Television " "Beavis and diult-head" and a related characters are presented to 4 years and 1 to 1995 Viscom International Inc. A l'Alights Reserved





electronics boutique



# 599 M.S.R.P

-30<u>00</u>

2999 With the second

With the trade-in of orking games\*

Call Now 1-800-800-5166 (9 a.m. to 8 p.m. E.S.T.)

#### electronics boutique

MBO® comedian Dana Gould fuels GEX with over 300 hilarious one liners and sound effects. GEX's mouth gets him in trouble, but it's his thrashing tail and suction cup paws that get him in out. GEX has been sucked into the Media Dimension, the place where cheesy 70's movies go to retire. To escape, he's gotta kill TVs in each world. (remember that bumper sticker?)

- Over 450 frames of smooth 3D animation and hand-rendered backgrounds!
- GEX jumps and sticks to everything while thrashin' secret levels in search of elusive remote controls.

CRYSTAL DYNAMICS



# And they \* said it couldn't be done.

\*\* They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.







Beyond the Beyond is a hot new RPG heading to the PlayStation in

Japan, (It's not comina to the States

vet...) Bevond the Beyond is your basic RPG with the world exploration set

sequences. The screen rotates around as monsters

capabilities are the battle



and the view. What pyrotechnic really madic shows attacks off the will blow Plavvou Station's away.

The CD music of Beyond the

Beyond is a fast-paced

symphony that creates perfect fantasy mood.

With RPGs being held up by Sony, it seems unlikely

> that this one will come here. Pick it up

on import if

you can.



SYSTEM	RELEASE DATE
	Feb Japan
10	THEME
PlayStation OVERSEAS	RPG
PUBLISHER	SIZE
SCE of Japa	CD-RC
PLAYERS	% DONE
1	80%

PlayStation

N/A

Exector is sort of like Loaded in mechs. The version we saw was rather early, but this game looks promising. You control a mech in an arena-type situation.

You have a variety of weapons ranging from missiles to lasers, Other mechs hunt you down in narrow corridors. The viewpoint is simi-

lar to Loaded, a

pseudo-topdown view. You can scale in and out and rotate for different perspectives.

This game has a decidedly grainy look to it. There isn't much detail on the texture-mapped

polygons, but hopefully the looks will be upgraded. Still, if you've been looking for an actionmech game, Exector might be just what you're looking for.





Aquanaui s Adventure is more or less an interac tive educational tool. You pilot a submersible deep under the waves. This game shows you different yoes of undersea life. Much

in the tradition of Jacques

Cousteau, you can observe the behavior of whales and fish. It's a fun new way to do your biology homework Unfortunately, it probable won't come out here

## naut's advent



Critically acclaimed by everyone and their grandmother Maybe it's the cool 3D characters or texture-mapped backgrounds Maybe not





You're overrun by mobs of ravenous Hordings, each blessed with huge, colon-blasting appetites

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).



Forget about fields of dreams.

With The Horde, it's more like little slaughter-house on the prairie. See, we've injected arcade-style,

belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and

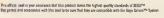
hiring archers, enjoy some serious, gut-popping swordplay. 'Cause man, these neighbors

really bite!











Nameo's hot shooter Galaxian will be making an appearance on the PlayStation. This game is primarily a shooter set on a rendered CG back-Blade: One unique aspect of this game is that you can link up two TVs for rour-plaver simultaneous action. This has never been done before with a

game of this type Galaxian<sup>3</sup> has a good chance of coming out over here. If vou re a shooting game lover, this game will have you frothing



Namco	of Japan
THEME	PLAYERS
Shooter	1

STEM	RELEASE BA
	2nd Otr



2nd	Qtr. '96
SIZE	% COMPLETE
D-BOIL	N/A

#### Samurai Shodown



SNK's popular fighting game series continues with the third installment. This sequel boasts improved graphics and sound, along with an assortment of new characters complementing the older cast. Details are still sketchy on this one, but

it appears that most of the older fighters have new moves, more super moves and keeping with SNK tradition, more secrets.

Be sure to keep an eve out for more on this hot game in a future issue. If this one is as hot as the two earlier carts, we'll be in for some really good times ahead. We'll keep you posted.



SYSTEM	
Arcade	

iow - Japar onter

SNK of Japan PLAYERS 1 or 2 100%



The fighting thrills of Street Fighter Zero (a.k.a. Alpha) for the Saturn are coming your way. This game is almost finished, and here's a preview of what it's like: The graphics and sound are close to the

arcade in every way. The control is top-notch and all the fighters are here

In case you haven't heard of this title, the action takes place before Street Fighter II Ryu, Ken, Chun Li and Sagat are in this version, and there are some new characters; too. Birdy and Adon, from the original SF join Sodom and Guy from the Final Fight series. Super moves have been included too!





100%

PenBook of Japan PLAYERS



apcom of Japan 1 or 2

OVERSEAS

Now - Japan



töäst,

Intense 30 terturemapped terra not of reliex
assaulting campons and
tunnels. Dramamine M
cockal s, anyone?

Scream through 20
different rounds of
nextop destruction
Remember, the nore yo,
still the better you feel.

Featuring new Save
Game option; cook etessing 360 tharifer in
capabilities, and
intensing the properties.

Forget about that intergalactic brotherhood CTAD. 'Cause with Total Eclipse Turbo', the

space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those SQUIG-Taced aliens stopping in to party, you're gonna have to

fire up your wicked welcome wagon and get this 32-bit block party blazing.





"One of the best 3D shooters ever."

"Just gotta have it!"-DieHard GameFan







The masterminds at SquareSoft have devised vet another wonderful RPG that most likely will not be appearing in the States.

This mammoth title boasts a total of six adventurers. You can choose three in the

starts in a different way depending on which character you choose

Seikendensetsu 3 is better known as the Secret of Mana series over here. Compared to the earlier game that we saw, it is easy to identify certain improvements. The graphics and audio are too-notch Square quality.

The RPG elements mesh

RELEASE BATE

Square of Japan 32-Meg

100%



Be sure to buy plenty of candy early on in your quest-it regenerates hit points.

with Zelda-like action to bring players into the intriquing world of high fantasy.

As with most RPGs, this one probably will not come out in the States, as the 16-Bit market is losing popularity and RPGs are hard to translate. Still, this one might be worth picking up on import It's an excellent quest

# SEIKENDENSETSU



Homed Owl is another shooter for the Sonv

PlayStation. You guide a cursor over a screen damage is to get them

of targets. Aliens attack you, and the only way to avoid before they get you. The

tive feature of Horned Owl are the

most

attrac-

detailed graphics that set it apart from its

competitors. Homed Owl looks like it's one of the most intense gun-style shooters around.

PURLISHER

SCI of Japan

1 or 2

SYSTEM

MELEASE DATE

Now - Japan % COMPLETE

N/A CD-ROM

162 EGM

#### Next Wave

. 5- 105 55 6196 V100 (Cg. 1. 197 (1984) 1887. in the state of the subject of the s g of the Post Course is a "All Solvery on the A to the policy of the contract - Control of the Cont 







PUBLISHER

SYSTEM

SCE of Japan

PlayStation

RELEASE DATE Now - Japan



For Your Sony PlayStation





#### The Hunt Is On

for underwater terrorists in this arcade shooter for the Sony PlayStation. Power up your awesome arsenal of weapons and go it solo or grab a friend for intense 2-player simultaneous action.



ocel reteller or cell: 4-FUN-884 FOR ORDERS ONC



	HEMINOL DAIL		
•	Now		
ō	THEME		
3 D O	Fir Shoote		
PUBLISHER	SIZE		
Marican Laser Ga	cos CD-RO		
m avene	A PORIS		

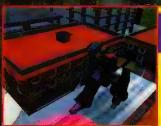
1 or 2 The full-motion video masters at

American Laser Games have gone back to the basics and created Bounty Hunter. This game is similar in design to Mad Dog McCree and Crime Patrol. The gameplay is rather simple: Gun down enemies that pop up before they get you.

and it's an early grave for you.

Bounty Hunter has a very unique feel to it. It looks like a real movie. with plenty of special effects. If you're one of those who enjoy FMV, Bounty Hunter will be right up your alley.





# Iron Soldier



Jaquar's cool

mech simulation has spawned a sequel. Iron Soldier 2 puts you in the cockpit of a giant-sized war machine. You have rockets and missiles with which to crush buildings and shoot enemy choppers. This game is more of what you liked in the original game. If you like shaded polygons and heavy machinery, this cart is for you.

March Atari PLAYERS



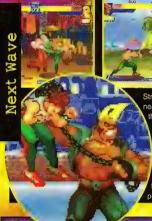




What Good Is A Sony Playstation If It Isn't



For more LOADED into, checkout our website it: http://www.interpley.com Controld Wolf and the eloped by Griennis Interactive Ltd. C1655 Gremini interactive Ltd. At Righte Reserved. Cashed its trademark of Interlies Productions. All Rights Reserved. Interplay is the sole published bed self-interaction. Surgive is registed international of Song Operation. PlaySidners" be a trademark of Song Computer Enterhalisment, (in









Street Fighter Alpha is nearly complete for the PlayStation. Take a look at the pictures above and compare them to the arcade. Not much difference. huh? This translation of Capcom's premier fighting

game is impressive

With a host of fighters from the first two Street Fighter games plus a few new ones, players have more techniques and combos to **PUBLISHER** SYSTEM

discover. The inclusion of Alpha Counter moves makes for all-out fighting fury.

This game shows how good the PlayStation can be at converting arcade titles.

Capcom		
THEME	PLAYERS	



RELEASE DATE February % COMPLETE 50%

Capcom's office scary PlayStation is nearing completion. We just accounce months back First, there has been more animation agree to the characters. After you die. You now have the ability boot Feew



asis there are are value from the relentless andead birds and spiders will hunt you down werewort-like beings will counce unexpectedly goes haden through the

b - comes available.





PUBLISHER

Capcom

SYSTEM

March

RELEASE DATE

# DEFENDER 2000

the latest in the lineup of classic arcade games translated to the Jeguar is Detender 2000. This new update brings players to a all-new level of intensity

While the graphics haven to been improved much, there are little animations added like the human's move Some of the levels are detailed with rock faces or cities, but its graphics aren't all that impressive Defender 2000 has

several new features, like jump gates that telepon you to other levels and the inclusion of power-ups Power-ups have never seen seen before in this game, so they're definitely a new twist on the old theme There are even new enemies to take on.

Of all the Jaguar translated titles, Defender 2000 is the most improved. The level of intensity will win over a new generation of shooter lovers.

SYSTEM	RELEASE BATE		
	February		
JAGUAR	THEME		
	Action		
PUBLISHER	SIZE		
Atari	32-Mec		
PLAYERS	% DONE		
1 or 2	50%		



y Greenin Antonomie zo Gillen (1995) de la companya de la companya

KILLER IP: Fights best against the ropes. WEAPON OF CHOICI Back into a corner and mow 'em down.





00.7



You may have seen pictures of Alien Virus in earlier issues. Well, we recently received a 90 percent complete version to preview and here's the latest word.

Alien Virus is a point-andclick adventure game that uses a similar format to many of the PC graphic adventures. It will probably use the mouse when it's completed, but that hasn't been confirmed yet. You have a variety of items to click on. These will activate certain commands like Examine, Use and Open. With these controls you are to navigate a space station while solving puzzles. The plot is encapsulated in the 15-minute introduction cinema. You are a worker for a company who must take a month-long voyage to see his girlfriend in a far-away space station. When you arrive, you begin noticing that things aren't exactly right. For example, the place is surprisingly devoid of human life.

The bulk of the game has you solving mysteries. In fact, you must find out how to jerry-



rig some batteries and repair a robot before you can leave the first room. You'll start feeling like McGyver after a few screens of playing. The graphic style is dark, and you'll definitely get the creeps if you play this game with the lights off. The audio for now (who knows, it might stay this way) is simply a series of mechanical sounds, ranging from the drone of generators to the gentle throb of the ventilation system.

Overall, PlayStation owners might find a lot to like with this garde. It provides a good scare, and it's a far cry from the bulk of action games plaguing the platform.

SYSTEM

RELEASE DATE



January

Adventure SIZE i CD-ROM

". DONE

Vic Tokai

1 95





I laguar owners can finally have a high-profile game for heir system. Primal Rage looks like it will be a close vanislation of the arcade winds of prehistoric bone, sunching action. If you we seen disappointed by other lag fighters for this one

SISTEM	BLUE DE LA REPUBLICA	
	December	
JAGUAR	THEME	
	Fighter	
PUBLISHER	SIZE	
Atari	CD-ROM	
PLAYERS	% DONE	
1 or 2	70%	

#### Next Wave



# Bazookatone



Heads up, here comes a side-scrolling action game for not just one, but three different systems. It's called Johnny Bazookatone, and it will be available for the 3DO, Saturn and PlayStation. Look for plenty of cinematic sequences and mind-numbing power-ups that fry the enemies.

The visual style looks similar to Captain Quazar, and there are plenty of cool effects; that only 32-Bit can handle. Not much is known about the plot or how it plays. Hopefully this game will be the blast it claims to be.





Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



# Zone Raiders





Zone Raiders is a futuristic racer. where you control a variety of different vehicles in a race to the death. There have been many types of games like this out for the PC, and also the console systems, but Zone Raiders offers more to the player than just your average racing game. First,

the tracks themselves are not only long, but can become increasingly complicated with twists, turns, jumps and even some hidden areas. For example, when jumping from one track to the next, always make sure

that there aren't any enemy vehicles waiting behind you for a sabotage. But there could also be hidden power-ups, such as weapons or shield recharges. With the ability to upgrade to better and faster cars, and the amount of levels available. Zone Raiders looks like one of the hottest racers coming out.



PUBLISHER

Virgin

SYSTEM

RELEASE DATE

December

RYHWQRM

Everybody's favorite worm will soon be on its way to the PC courtesy of Activision! All of the features that earned Earthworm Jim a Game of the

Year award for the platform systems will also be intact in this cross-platform version, along with a few extras. The graphics will

run slightly faster, and will be enhanced over the cartridge version. There are brand-new sound effects, along with a CD audio soundtrack. Last but not least, if you look really hard, you

will find a neverbefore-seen extra level!



Activision PLAYERS

December

70%

170 KM

ICATION TITLE: Electronic Gaming Monthly, PUBLICATION NUMBER: 10 K. FILING DATE: 10/12/95. ISSUE FREQUENCY: Monthly: NO. OF ISSUE LISHED ANNUALLY: 12. ANNUAL SUBSCRIPTION PRICE: \$28.95 (U.S. /\$40.95 (Canada and Mexico)/\$100 (All Others), COMPLETE MAILING ESS OF KNOWN OFFICE OF PUBLICATION: 1920 Highland Ave., Lombard IL 60148, COMPLETE MAILING ADDRESS OF HEADQUARTERS OR GENERAL NESS OFFICE OF PUBLISHER: 1920 Highland Ava., Lombard, IL. 60148. NAMES AND COMPLETE MAILING ADDRESSES OF PUBLISHER, EDI-AND MANAGING EDITOR: PUBLISHER: Steve Harris, 1920 Highland Ave., ard, IL 60148. EDITOR: Ed Semrad, 1920 Highland Ave., Lombard, IL 60148. GING EDITOR: Ed Semrad, 1920 Highland Ave., Lombard, IL 60148 NER: Sendai Publishing Group, Inc. 1920 Highland Ave., Lombard, IL 60148. WN BONDHOLDERS, MORTGAGEES, AND OTHER SECURITY HOLDERS VING OR HOLDING 1 PERCENT OR MORE OF TOTAL AMOUNT OF BONDS RTGAGES, OR OTHER SECURITIES: Steve Harris, 1920 Highland Ave ard, IL 60148. PUBLICATION NAME: Electronic Gaming Morthly. ISSUE FOR CIRCULATION DATA BELOW: October, 1995. TOTAL NO. COPIES RAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS) 674; (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO G DATE ) 648,842. PAID AND/OR REQUESTED CIRCULATION - SALES DUGH DEALERS AND CARRIERS, STREET VENDORS, AND COUNTER S (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 THS) 233,606; (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED 11193 233300; (ACTUAL NO. CUPES OF SINGLE ISSUE POBLISHED. REST TO FILING DATE) 217,522. PAID ANDIOR REQUESTED CIRCULÁ. 1 - PAID OR REQUESTED MAIL SUBSCRIPTIONS (AVERAGE NO. COPIES H ISSUE DURING PRECEDING 12 MONTHS) 114,408; (ACTUAL NO. IES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE) 103,019 TAL PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES SUE DURING PRECEDING 12 MONTHS) 348,014; (ACTUAL NO OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE) 32 DISTRIBUTION BY MAIL (AVERAGE NO. COPIES EACH ISSUE DURING CEDING 12 MONTHS) 919: (ACTUAL NO. COPIES OF SINGLE ISSUE PUB ED NEAREST TO FILING DATE) 1,047. FREE DISTRIBUTION OUTSIDE MAIL (AVERAGE NO. COPES EACH ISSUE DURING PRECEDING 12 (ONTHS) 1,345; ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAR ST TO FILING DATE) 970. TOTAL FREE DISTRIBUTION (AVERAGE NO. ES EACH ISSUE DURING PRECEDING 12 MONTHS) 2,264; (ACTUAL NO PIES OF SINGLE ISSUES PUBLISHED NEAREST TO FILING DATE) 2,017. TAL DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECED NG 12 MONTHS 350,278: (ACTUAL NO. COPIES OF SINGLE ISSUE PUB-IED NEAREST TO FILING DATE) 322,558. COPIES NOT DISTRIBUTED CE USE, LEFTOVERS, SPOILED (AVERAGE NO. COPIES EACH ISSUE ING PRECEDING 12 MONTHS) 394; (ACTUAL NO. COPIES OF SINGLE JE PUBLISHED NEAREST TO FILING DATE) 0. COPIES NOT DISTRIBUTED TURN FROM NEWS AGENTS (AVERAGE NO. COPIES EACH ISSUE DUR PRECEDING 12 MONTHS) 315,902; ACTUAL NO. COPIES OF SINGLE E PUBLISHED NEAREST TO FILING DATE) 326,284. TOTAL (AVERAGE NO IES EACH ISSUE DURING PRECEDING 12 MONTHS) 666,574; (ACTUAL COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE) ,842. PERCENT PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO PIES EACH ISSUE DURING PRECEDING 12 MONTHS) 99.35%; (ACTUAL NO. SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE) 99.5%. THIS OF SINGLE ISSUE PUBLISHED WEAREST TO FILING DATE 393.5%. THE STATEMENT OF OWNERSHIP WILL BE PRINTED IN THE JANUARY, 1996 ISSUE OF THIS PUBLICATION, I CERTIFY THAT ALL INFORMATION FURNISHED ON, THIS FORM IS TRUE AND COMPLETE, I UNDERSTAND THAT ANYONE WHO. THIS FORM IS THE AIRO COMPLETE, INVOCATION THAT AIR TOWN WHITE OF WHITE THE THIN SHES FALSE OR MISLEADING INFORMATION ON THIS FORM OR WHO OMITS MATERIAL OR INFORMATION REQUESTED ON THE FORM MAY BE SUBJECT TO CRIMINAL SANCTIONS. SIGNATURE AND TITLE OF PUBLISHER; (signed) STEVE HARRIS, Publisher, DATE 1/1/7/95



## TEMPEST 2000

Still not from tre Jaguar is Tempest 2000. This fabulous remake of the classic vector graphics arcade game brings two new levels with all-new graphics, great music and fast-paced action. There are even bonus levels where you can rack up lots of points.

This game will heat up your PC like no other. Tired of slow-paced adventures? Just install this one and prepare to rock. The arcade has come home, aithough it's a little late.



SYSTEM RELEASE DATE

PUBLISHER

ATATI

CD-RON

PLAYERS

\*\*OONE\*\*

OONE

\*\*OONE\*\*

\*\*OO

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace......





### PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

- EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



#### A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.













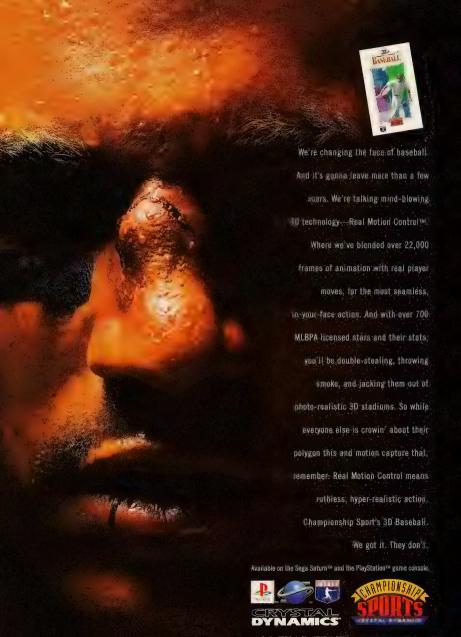
DEFCON 5 is available on multiple platforms including: PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO. · Immerse yourself in futuristic graphics beyond belief.

- · Play from a defensive perspective your best offense is your defense.
- · Surround yourself with high-end, digitized sounds.
- . Take a two-week sabbatical to finish this game.





# IT'S GONNA BRUISE MORE, THAN EGOS.





# ii EgM

# MIL THE PLAYSTATION BE THE NEW SYSTEM, FOR SPORTS?

In-house software development was a big question mark for Sony, but they have floored many gaming pundits with NFL GameDay and NHL Face-off.

appy New Year and what better way to start the year off right than to announce our top choices for the best sports games of 1995. Well, the year belonged to EA Sports, which hit for the cycle. It even won in the baseball category by a whisker over the reigning champs, Sega Sports and World Series Baseball '95 for the Genesis. Madden '96 for the Genesis was given the nod as the best football game and NFL Primetime from Sega captured second spot. NHL Hockey '96 was the best hockey game of the year followed by Time Warner and their Wayne Gretzky title. EA Sports' FIFA Soccer once again took top honors as best soccer game of the year.

This year EA Sports faces a difficult road if it wants to repeat. Several big players entering the sports-game business will give EA Sports a run for your money.

Konami is seeking to rekindle the success it had with games such as Double Dribble, has unleashed new 16- and 32-Bit titles under its new sports line.

Also nipping at EA Sports' heels will be Interplays VR Sports. One of its games, VR Baseball, is featured in our Inside Look section.

On the football field, a battle is brewing between Sony's NFL GameDay and EA's Madden '96.

We'll have the playby-play for you on all of the new sports titles.

### THE LINEUP

#### . PREVIEWS

NIGH VELOCITY (SATURN) IMPACT RAGING (PLAYSTATION) MARK DAVIS' FISHING MASTER (SUPER NES) NNL FACEOFF (PLAYSTATION)

#### NBA-IN THE VIRTUAL ZONE THAN FEW LOOKS INTO THE REALISM OF

TEAM EGM LOOKS INTO THE REALISM OF THIS GAME AND THE DIRECTION OF FUTURE BASKETBALL GAMES

#### . ROX SCORE

NFL CAMEBAY (PLAYSTATION) SEGA RALLY CHAMPIONSNIP (SATURN) WORLD SERIES BASEBALL (SATURN) FAMMITT SMITH FROTRALL (SUPER NES)

#### . INSIDE LOOK

READ RASH (PLAYSTATION)
VR BASEBALL '96 (PLAYSTATION)
VR GOLF '96 (PLAYSTATION)
NFL BNARTFRBACK CLUB '96 (SATURN)







There's plenty on tap with High Velocity for the Saturn and VR Baseball '96 for the PlayStation.

# THE WORD IS OIIT



#### THE FINAL EDITION

The waiting is over Tecmo Super Bowl III, The Final Edition is here! And, according to Nintendo Power magazine," . . . it looks like a winner." Word on the street is that this could well be the best football game maybe even the best sports game - to ever come down the pike.

#### WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System # Real NFL players, with photos New NFL expansion teams, Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves . New field patterns, and New sound effects.

#### WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season into the future. Awesome,

BUT, A WORD - OR WORDS - OF WARNING Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

#### ON SALE NOW AT YOUR FAVORITE DEALERS. SUGGESTED RETAIL PRICE, \$692 O













© Tecno, Ltd. 1994 TECHIO\* is a registered trademark of Tecno, inc. Licensed by Sega Enterprises. Ltd. for play on the Sega\* Genesia\* System. Sega and Genesia are Inndemarks of Sega Enterprises.

It rights reserved. Licensed by Inference play on the Segar Kinetedo Entertationment System. Nitrendo, Super KRE and official seals are registered between and of Northead Control of America Inc. This patern in the Segar Milling License Segar Segar



Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900 Fax (310) 787-3131



# To get your character name here, you need to ge buy an XBand at your favorite

Madden NFL '95-Genesis





















'/95-Genesis













10olob









NBA Jam-Genesis



BIG DADBY-COOL!!!



video game store and subscribe to the KBand network to be eligible.



the HARD TARGET



Los Apreles, CA





top 5 Scores Tem

n most parts of North America right now, it's more like ice fishing weather as opposed to regular fishing. However, Natsume is hoping you'll throw a line in and try to hook onto a lunker with this fishing game for the Super NES.

Natsume has hooked up with Mark Davis, a heavyduty fisherman. He's the only

RELEASE D	ATE	DH	FICULTY
Februa	cuary Var		riable
PUB	PUBLISHER		SIZE
Nat	sume	9	16-Meg
PLAYERS	THE	ME	% DONE
1	Fish	ing	90%

angler ever to have won both the Bass Master Classic and Bass Angler of the Year in the same season.

This game offers a unique fishing experience because the fish can't be seen until they bite. Mark's voice even utters words of encouragement or other remarks when a

lunker breaks the line, Phrases include, "It's a dink" (small fish), "You need to grow up"

and, "Hang

up, dadgum

it." This oneplayer game offers more than 600 different

fishing spots to choose from. Variables like wind



Use your holiday cash to add this to your gaming tackle box!

conditions, various rod, reel and lure choice all determine how well an angler does in any one of the five different fishing tournaments featured in this game.



How would you design the perfect boxer?







## CENTER RING

Think of the most fear-some figiter imaginable More machine than man Born to be the undisputed Fleak-weight Champion of the world. Did we say born? How about other? In Center Bring Boxing a control of the world by Box height weight, even the color of your brunks. Than mercilessly to build speed power and scannia. Then, box the socks off eveny challenger in your way. With devastating compos, hocks and uppercuts you might just earn that trite sixes. But hopefully you'll look better than this.









new heights with this fastpaced racing game. You'll have to power your way through three courses modeled after actual Alpine-style roads.

Either go for the title in the unsanctioned events against the clock or test your timing and driving prowess against other racers in a high-powered race to the finish line.

This game allows you to tune up your car for maximum performance and efficiency by adding new tires, a new racing suspension or a turbo charger.

You can build or modify your own car and save all of the modifications you have

done using a password feature. A unique split-screen feature pops up when you come upon a car in the lead or a car comes up from behind you.

There are a number of other features, including

6 182750

customizing the color, body type and engine components of your car.

The better you customize your car, the better your standing will be on

any one of the three grueling mountain courses.

In these races, you can race in whatever direction you prefer.

If you are a die-hard racing fan and own a Saturn, vou should burn some serious rubber to get your hands on

this game. PlayStation users may have Ridge Racer, but now Saturn racing fans have High Velocity.

Race on any one

of three mountain

courses in any direction you

choose. You can

even customize

your car's engine.

Put your driving skills to the ultimate test with this slick racing game.

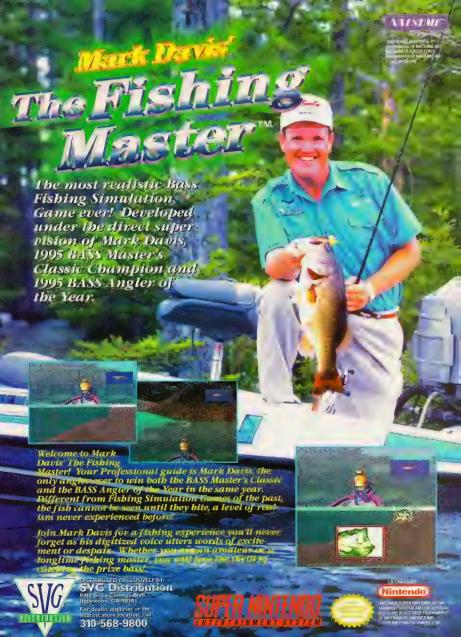


After you build. modify and change your car, add a turbo charger and save the changes with a password.



RELEASE DATE		DIFFICULTY	
Now		náera e	
PUBLISHER		SIZE	
Atlus		CO-ROM	
PLAYERS	TNEME	% DONE	
1	Racin	100%	





t's time to cruise away from an army of mechanical maniacs with a desire for destruction.

In the aftermath of a nuclear holocaust, you must embark on a high-speed adventure around four wickedly twisted tracks.

These tracks are full of high-speed twists and turns, and the winner takes all. However. enemies surround you at every turn.

This game combines two popular genres in one game: racing and shooting. Not only is your car built for speed, but also it has a few high-powered weapons that can do more than

give one of your fellow racers a flat tire. How about being able to drop land mines. fire lasers, missiles and plant fire walls in your enemies' paths?

Don't get too cocky: They

too can unleash a world of hurt on you. It's your job to put the pedal to the metal and use your keen senses to smell out danger around every hairpin turn.

When you blow away an enemy, salvage the wreckage to acquire the weapons the vehicle left behind.

Racino graphics running at 30

frames per second.

This game adds

an entirely new

blowing the doors

off the rest of the

meaning to

competition.

PUBLISHER

PLAYERS

The other cars on the track aren't pushovers. Each of your enemies is cunning because each enemy car has its own artificial intelligence sequence built in for a more challenging racing adventure.

CD-ROM

Impact Racing is a winnertake-all battle for the checkered flag and the wreckage of your opponents. It certainly puts the phrase "right of way" into a whole new light.

#### Shoo TInG

You can use them on other enemies who cross vour path. This game from JVC also features a revolutionary object-oriented engine and features polygon





You aren't the only one who can bring out the big guns. Watch your back bumper as you make your way around the four race courses.





## IS THAT ALL YOU EVER THINK ABOUT?

#### SEGA SATURN IS THE ULTIMATE SPORTS MACHINE FOR YOUR ONE-TRACK MIND.

FORGET THE SATELLITE DISH. TO GET THE GAMES YOU REALLY WANT, YOU JUST NEED SEGA SATURN. 17 ADRENALINE-JACKING GAMES IN SEVEN DIFFERENT SPORTS, INCLUDING SIX INTENSELY AUTHENTIC. EXCLUSIVE SEGA



SATURN TITLES YOU CAN'T PLAY ANYWHERE ELSE! THE SPORTS EXPERIENCE IS SO REAL, YOU'LL THINK YOU'VE DIED AND GONE TO SATURN! SO GET YOUR NOSE OUT OF THIS MAGAZINE AND GET YOUR HEAD IN THE GAME!

#### SEGA SATURN



The second of the basis of the





# FACEO t's time for some

big-time rock-'em. sock-'em hockey action-the kind that would make Don Cherry's teeth sweat.

Sony has put a good programming team together. and this hockey game shows a lot of promise.

You can create your own players, and there are five different types of checks including the infamous cross check, poke check, shoulder check, hip check and slash.

The game has four different views of the ice including three-quarter, side, down on

The player animations execute lifelike player movements. One-timers, slap shots and wrist

shots are a few of the many offenthere will be a cinema showing off hockey's grand prize.

This does not only looks like the real game, but it also sounds like the real game. All 26 of the NHL's actual rinks are included in the game as

You can create

your own players

or hit the ice with

teams with actual

any one of your

favorite NHL

Avalanche, formerly known as the Quebec Nordiques.

the ice and

overhead.

All of your

favorite NHL

teams and actual

player rosters are in the

game, even the Colorado

sive features that you can use to bulge the twine in this first hockey product for the Sony PlayStation.

Even the officiating crew has been added to the action, and they will call everything, so keep it clean.

Rough stuff within the rules is okay, but don't bully your opponents. If you plan on getting into the rough stuff, turn the penalties off. If vour team is lucky enough to go all the way and win

team names and official jerseys. well as some very cool

crowd and bench noises. This game has three modes of play, including one game, season and a play-off mode.

NHI Faceoff is one hard-hitting game that avid hockey fans should take a closer look at.



The programmers at Sony Interactive went above and beyond the call of duty by including every NHL team's ice rink in the game. the Stanley Cup.



ALL NEW MAYHEM MOVES LIKE THE SHOCKING "HAND BUZZER"!



NO RING CAN CONTAIN 🐭 WRESTLEMANIA®!



MORE REALISTIC WRESTLING ACTION THAN EVER-REVERSALS, PILEDRIVERS AND BODYSLAMS!



SUPER NES **GENESIS** 32X

















**PLAYSTATION** PC CD-ROM



O World Wrestling Federation, Wrestlekfania and its logos are registered trademarks of TitanSports, Inc. All distinctive chiracter names and likenesses are trademarks of TitanSports, Inc. All cights reserved. Winterdo, Super Wintendo Affanita, Inc. Sogo, Benesis and SXX are trademarks of Vitansport of Affanita, Inc. C999 Wintendo of Afmarita, Inc. Sogo, Benesis and SXX are trademarks of Sogo Stepprison of Vitansport of Afmarita, Inc. Sogo, Benesis and SXX are trademarks of Wintendo of Afmarita, Inc. Sogo, Benesis and SXX are trademark of Wintendo of Afmarita, Inc. Sogo, Stepprison of Vitansport Vitans

## NBA-In the IMM EgM

NBA-In the Virtual Zone

ver since the 16-Bit era, games have hit new levels of realism despite memory and programming constraints. Today, with the advent of SGI workstations, high-tech programming tools and motion-capture technology, sports games are approaching even higher levels of true-to-life play.

EA Sports has ruled the sports industry for some time at the 16-Bit level, but the launch of 32-Bit machines has brought about competition as tough as those on the hard courts around the NBA.

Konami is leading the fast break in the 32-Bit basketball arena, with the first hoops game for the PlayStation, NBA: In the Zone.

Konami promises to produce the most realistic game with respect to players' animations, which surely gives this title an edge.

The game utilizes 3-D polygon graphics, the likes of which haven't been seen before in quality or quantity. The game speed is also very

realistic as the sprites move up and down the court.

Konami has successfully captured NBA's true-to-life action with real-time players' moves, such as dribbling, passing and shooting.

Unlike other games from the 16-Bit era, in the Zone provides several different camera angles that zoom around the court, enabling you to view the players as they make their moves to the basket. A special feature automatically replays when a player pulls off a great dunk or a fantastic inside move.

Pictured on the right are three detailed playing views: the three-quarter, horizontal and vertical. The perspective changes as the game moves from end to end.

Another factor that brings this game closer to the real thing is the amount of detail placed on the players' appearances. You can actually recognize your favorite players by their detailed uniform numbers and their facial features.

The entire court is set in an arena setting that mirrors



NBA: In the Zone offers three realistic playing views in all. Compare that to 16-Bit games that are limited to just one perspective.



a real stadium, complete with sideline advertisements.

How much more real can you get?

That will be a question Konami's competitors will have to answer, and answers won't come easily. Konami has set the benchmark for basketball gaming on the 32-Bit level; it'll be interesting to see if or how it will be topped.

But if this is what the first generation of basketball games the PlayStation has to offer, it boggles the mind as to what improvements future games will be able to make.







## ScoRe

#### NEL GAMEDAY · PLAYSTATION · SONY INTERACTIVE SPORTS

To the 10, the 15, the 20, the 40, the 50-Sony breaks a tackle and they could go all the way, rumbling, bumbling but never stumbling this game scores a big-time TD. It'll give Madden a run. It's a great game and it's so



much fun and realistic that you could see yourself waking up Monday morning with bruises!



This could very well be the Madden killer that everyone is waiting for. The game is close to perfect. All of the action on the field can't get any better, with great tackles and other player abilities. The stadium comes alive with real-time crowd reactions and cheers. This is too real to pass up. You know change is good.



#### SEGA RALLY CHAMPIONSHIP · SATURN · SEGA SPORTS

If you haven't had a reason to buy a Saturn, you do now, Sega Rally has all of the action and adventure of its arcade cousin. If you were disappointed with Daytona, you won't be with Sega Rally. It's a great game that will



have the mud flying long into the night. It's a keeper and it's only available for the Saturn.



A great translation from the arcade. Daytona should have been done this way. The racing perspective is incredibly smooth. It's too smooth, though, You may have some trouble controlling your vehicle, but that shouldn't bother you. You'll get the hang of it after a few races. In the end, the game needs

more tracks.



#### -WORLD SERIES BASEBALL · SATURN · SEGA SPORTS

Sega rushed this game out to market a month early. Despite some major ... bugs, it's still a great baseball game. Based on the Japanese game Greatest 9. Sega Sports Americanized this game enough to make it a premier



32-Bit baseball product. It's fun to play and a must-try for avid baseball enthusiasts.



Welcome to the Big Show, literally! For one thing baseball is hard to translate. but Sega pulled off the best-looking game yet. I can't imagine anything better. The sounds (commentary) are great and clear while the graphics are outstanding. You have

an entire season of baseball and the season ticket is right here.



#### EMMITT SMITH FOOTBALL · SUPER NES · JVC

It's a FUMBLE! Emmitt Smith doesn't often fumble, but this game is outclassed by its competition, isn't that much fun to play and should stay on the bench. The gameplay is choppy and the only thing that saves this



game from sitting on the bench is its play editor. A feature that allows you to design your own plays.



There isn't any praise that I can think . of. I'm really disappointed in the outcome of its gameplay and appearance. The players' movements needed more frames and needed to be bigger. You easily get lost in the pile. The Play Editor is a neat feature.

but it needs more than that to fuel this gridiron game.





# LOok

#### **Road Rash**

**PS • EA Sports** 





If you haven't kissed the pavement lately, pucker up.

If skid marks are your thing, EA Sports is bringing the ultimate motorcycle road racing game to the PlayStation.

It's got all of the fun and adventure of the Genesis versions. As well, it has a rocking soundtrack that will have you hooking up your PlayStation to the family stereo and cranking up the volume.

The police are back and they can't be fooled. If you get knocked off your bike this time around, don't have a cow and don't try to hide behind one or you will be busted in a big way.

## VR Baseball '96 PS/Saturn/PC CD-ROM • Interplay





VR Sports steps up to the plate with VR Baseball '96.

VR Sports is stepping up to the plate with a baseball game that features 3-D polygon-based players. Simulation and arcade style gameplay, a home run derby and the game is licensed by Major League Baseball and the Major League Players Association.

The game also features the VR PressCentre Presentation. This feature allows you to stay on top of all of the action around the majors. You can customize your team and play in any one of your favorite big-league ball parks.

## VR Golf '96 PS/Saturn/PC CD-ROM • Interplay





VR Golf features real commentary and shot replays.

If you're teed off at the weather, you can still enjoy your favorite sport on one of three different formats from Interplay's VR Sports.

They have teamed up with Gremlin Interactive to put together a realistic 3-D golf simulation that features VR Sports' motion capture and Virtual Fieldvision. It's a 3-D-based polygon golf game that allows you to play your shot from any angle. You can even customize your golfing skills.

#### Avid football fans won't want to be without the Club.

### NFL QB Club '96





First down! Acclaim is taking its football license to the Saturn and they plan to throw the ball deep. This game features motion-capture technology, so the animations are smooth as a result.

If you're looking for bigtime football action, then wait until you get to play this game with actual NFL teams, names and logos. More signature plays from the NFL's top quarterbacks have been added. The ever-popular "CRUNCH TIME" simulator is back to test your football skills. Every manager

the only way to live it is to play it.

Introducing new!

# HARDBALL 5

in a leayue by itself.



The airtimo is an experiment of the same o

PLAY			11 × 100	
Smelled	Bijlity Baffings	PLVV	Window	Defination of the second
Entries Pitching	n distarrical Neek Season Literione	5   1   5   6   6   6   6   6   6   6   6   6	1/9(d)	1 2 3
Stantiess Tetal 'DS 8 "DS 1	n Septil n Wag	68 55n 65 58 55 53 18 165c 66 18% 166 MI	FBCUS 948(H) 83(4) 18	
From For Signature	Jane Jaig Report Sept+Rct	RUS BBP STI		)
Immeri	Expart	Previous	Hext	Eone

incomplete state construined set immedity, a yeary stat and rating under the sue of your fine of least unlimited outons state, standard to the othersto managerial thrill.



New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom In" baserunner windows let you make your best pick-off move to the bag.



Watch your best rellever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



Create your own players from scratch, or modify any player's ratings, or even their physical attributes The resulting player will be true-to-life, on-field and off.



Experience the best of baseball history with the bonus "Legends" League 12 great legendary teams from history, come to life in 12 beautifully rendered olditime stadiums.



Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphicsi



For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out in the state



Hot new user interface gives you instant access to any feature. View and manage your team from the field. from the dugout, and from the General Manager's office!



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting In true-life baseball gameplay.



It's alf here: pick-off plays, hlt-and-run, suicide squeeze. towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



Sony PlayStation PC CD-ROM



See for yourself! For demo, http://www.MindSpan.com/ MindSpan/hb5.html







Get your letters into **EGM** today or we kill another editor. You can reach **EGM** by writing to: Interlace, Letters to the Editor 1920 Highland Avenue, #222 Immbard, IL 60148

This is the section where you can vent your frustration and let all of the gaming world know about your problems and personal views on the world around you (or something). While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

#### NUKE www.nuke.com.

#### Get ConNeCTeD!

You can also reach the editors of EGM via CompuServe at 75052,1687 or an the Internet at 75052,1687 or an the Internet at 75052,1687 ©compuserve.Com. As of June 1, you can get access to EGM's articles, reviews and more on the World Wide Web via the

NUKE home page at www.nuke.com.



## LETTER OF THE MONTH

## Was Senator Bob Dole Misunderstood?

#### Dear EGM.

I have rarely been critical of ECM, but you really made a big screw-up in issue #75 by naming Curt Carlson's letter "Letter of The Month." His letter was incoherent and misdirected babble. I'll make it real simple...when Senator Bob Dole gave his "pop culture and values" speech a few months back, he was directing it at two groups: moviemakers and TV producers and to some extent, chairs of corporations. What he was complaining about was the predominance of brutally dark, violent and antisocial product created by many movie studios. TV studios and entertainment businesses. In that entire speech, he did not blame games for society's ills. In that entire speech, he did not once mention bans or regulation. Actually, Dole was expressing his opinion. Everybody has a right to do that whether they can vote or not, and whether they are a member of the U.S. House, U.S. Senate or just some kid wasting money on dorky games like Mortal Kombat 3. Again, Dole never said one thing about regulating the media (or video games)! He simply said that much of popular culture displayed negative images. Where young Master Carlson derived the idea that Bob Dole wants to take away his MK3 is beyond explanation. By the way, video games are not

handy whipping boys for politicians, and acts like rating games or holding hearings don't stick in voters' minds. Joseph I. Lleberman (if you don't know who he is, Fruity Pants, then you shouldn't edit this mag) incidentally concluded his set of Senate hearings over a year before he was set up for re-election in 1994. Lleberman won re-election in 1994. Lleberman won re-election or Shang Tsung. You guys should give more thought to giving such a foolish letter a prize. Letters like that are why 13-year-olds aren't permitted to vote.

#### Matthew McGinn of Alexandria, VA.

First, Matthew, I am not a "Fruity Parts." Second, I can see where both Cart and you are coming from. Politicians do eccasionally bring up the video-game issue to gain the parents' vote, but I do agree with you on the lact that video games are not what to be was actually retering to. Some might have read into what he was astyling and thought the government was attempting to start regulating the media, which Incules video games. Lastly, you seem a Bitle stressed out over this whole 600 Dole thing. I think you should cut down on the cafflier.

P.S. Who is this Joseph Lieberman character?

Great Letter Matthew, Your Acclaim Dual Turbo Joysticks are on their way.



 Was Bob Dole talking about regulating video games? Matthew doesn't think so!



 Are politicians trying to regulate games like Mortal Kombat 3?

#### The Next-Generation System Wars...Again

#### Dear EGM,

This is for all the people who cannot decide which system to get. Let us look at all the facts, shall we? 1) There are three 32-Bit systems out [right now] in the U.S. 2) Realizing this, we must look to the future of where these systems will be. The 3DO has been out for a couple of years with over 700,000 units sold so far. This system is the only one that supports an upgradeable chip to make the system a 64-Bit system. The cost is low; suggested retail price is rumored to be \$150-200. The PlayStation is a very powerful system with support from every software company out there eager to make games for it. The problem is that it can't really be upgraded along the same lines as the 3DO. You will have to shell out for the PlayStation 2, PlayStation 3, PlayStation 4, all of which are on the drawing board. One good point is that all games will be able to be played on future PlayStations. Sega Saturn, no hope. Realistically, Sega is facing a tough battle—having four systems to maintain games on is no easy task. Game Gear, Genesis, 32X and Saturn are all still on the market for the consumer to buy and be disappointed by lack of quality games. The Saturn itself is a monster when it comes to graphic texture mapping and flat shaded polygons, but the chip setup is not efficient in doing these tasks and ask for special programming to sidestep these shortcomings. This results in slower game releases for the system. You will have to shell out for the Saturn. 2 when it comes out also. Bottom line is: Which one? Well, if you are new to the video-game realm, go with the Sony



 With the next-generation systems out, what will happen in the 16-Bit market? so you know the games will be there for you, because these people are easily impressed with these types of graphics. The real video gamers know the real system to get is the 3DO. It has the most potential to outlast these other guys with their M2 upgrade which is more powerful than the Ultra 64. Sorry Sega, the future doesn't look bright unless you have a miracle up your sleeve. Thanks for listening.

Shawn Webster via AOL

#### Dear EGM.

I'm 24 years old and have been reading your magazine for a long time and have seen it change over the years. And I have seen the gaming market change as well. Now the next-generation machines are out/coming out and people scurry for these high-tech babies. I have a Super NES and still support it. With hot games like Final Fantasy III, Chrono Trigger, Killer Instinct, Donkey Kong Country 2 and even Super Mario World 2, all great games, why worry about a next-generation machine when there is obviously life in the 16-Bit machines? Nintendo knows this, which is why they are pushing its machine to its limit. I think more companies are worried about pushing their machines instead of pumping a new machine every time it gets outdated (sound like computers?). That's why Sega bothers me. They had the Genesis, which was a smart move, seeing as the Master System was dead. Then Sega CD came out after the Super NES made its ground, which was okay. Now the Super NES is still going strong, and what do they do? Create a Saturn. Now I can see it was to get the upper hand...make a new powerful system when it can't keep up with the others. The Super NES is still going strong, so they bring out the 32X. Now that was stupid. I mean with Saturn coming out, what's the point in getting a 32X? It seems that Sega has all these systems (Master System, Genesis, Saturn, Sega CD. 32X, Mercury Venus). Where does it end? Nintendo has three...NES Super NES and the upcoming Ultra 64 (I didn't include BG or VB). These three machines were all great, while there were two or three versions of the Genesis. I believe the NU64 will do very well and will have a good following of titles. Saturn seems to have one foot in the

grave already, and if Sega doesn't smarten up, it may die before its time. It'll join the Lynx and Jaguar, Over here there aren't many titles, and at \$500+ with only a handful of games, most of which are cheesey, why bother? Sega shouldn't have done the extra release. They should have done what Nintendo did: hold out for the games. PlayStation (\$360) is a much better deal. Better prices with more and better titles to choose from. I will get the NU64. If the games will be like KI (which was an amazing game) and Cruis'n USA (a. really awesome car game), I know it'll do well. Now they have George Lucas (LucasArts) interested in doing a special title just for it, and then managed to get Sierra's interest, which has been difficult to do. In the end, I think Nintendo's Ultra 64, PlayStation and 3DO will stand over it all...in that order.

Sean Andersen via the Internet

#### Dear EGM.

I was recently browsing at a pawn shop when, lo and behold-a Sega Saturn! It did not come with Virtua Fighter (since it had been stolen from the shop), but it did come with the demo disc and two controllers. All this for a mere \$179! What a deal! Though I'm a poor college student (who, by the way, had already bought a PlayStation), this was an offer I just couldn't refuse. Besides, they're already renting Saturn and PlayStation games at Blockbuster-I'll just rent Virtua Fighter. It was the coolest thing that could happen to a die-hard gamer-until I got home. I popped in the demo disc to find generic graphics and some goofy guy in a ski cap. The previews of the games were done very poorly. The demo disc sucked-especially when compared to



 Hopefully, Virtua Fighter 2 on the Saturi will be better than its predecessor.

# EGM

I just had a cast removed from my leg the other day. Football accident. Anyway, my leg was all shriveled up and there was this stinky brownish slime. What was it? And is it recyclable?

Mark Leland Austin, Texas

A: That strange glop is actually a special kind of radioactive cheese Sources say some third-world nations are collecting it for a topsecret super weapon. You might be able to get a few dollars there.

\*This is Finn. I in at the drop. I've got the rifle set up and about 10 pounds of plastique set around the base of the tower. What next?

Shark Lover Seattle, WA

As Pop the caps as soon as you see signs of activity, and blow the site sky high. The eyil corporation must go down!

Dear [G.J.] I was thinking about your very own Danyon Carpenter. Hove his solid figure from his Review Crew icon. I dream about him every night. Is there a way I can go out with him? He's my dream date.

Jason Marshall Woodfall, VA

At Danyon is not really seeing anyone right now. With all of the editors finding five this season, it only seems natural that our favorite editor needs to find someone too. You are not his type, Jason, but we'll pass the word on to him.

#### The Next-Generation System Wars...Again (cont.)

the one for the PlayStation. I thought "Oh well, it's just a demo. The games will be a lot better!" I rented Virtua Fighter. This game wasn't too bad, but it was nothing compared to Battle Arena Toshinden! Then in a recent issue of EGM, a picture of Toshinden 1.5 for the Saturn was shown. It looked like a drawing done on Mario Paint by an 8-year-old! The graphics looked fuzzy and lacked detail. Now everyone is talking about how developers, even Sega's own, are disappointed in the machine and find it extremely difficult to get it to work efficiently. Because of the Saturn's inability to display quality graphics (as compared to PlayStation, Ultra 64 and 3DO's M2), many big-name developers (such as EA) are siding with the other companies. Is this supposed to instill a sense of confidence in the machine in the minds of gamers/would-be Saturn owners? Why would somebody pay \$100 more for a machine that would be obsolete in a short while (and actually, already is)? Re-evaluating that situation in the pawn shop that day, I think I made a poor choice. I plan to sell the Saturn and stick with Sony, Besides, many of the games coming out for the Saturn are also coming out for the PlayStation. It is my belief that these games will be of higher quality on Sony's machine. Could it be that Saturn is just another 32X? Sega is already talking about Saturn 2. Will they expect the gaming populace to go out and buy a new machine after dishing out \$399 for one so recently? Sega has lost my respect and, no doubt, the respect of many other gamers. I believe Sony puts it best in the ad that says, "If you still want a Saturn, your head is in Uranus."

William Brady via the Internet

#### Dear EGM,

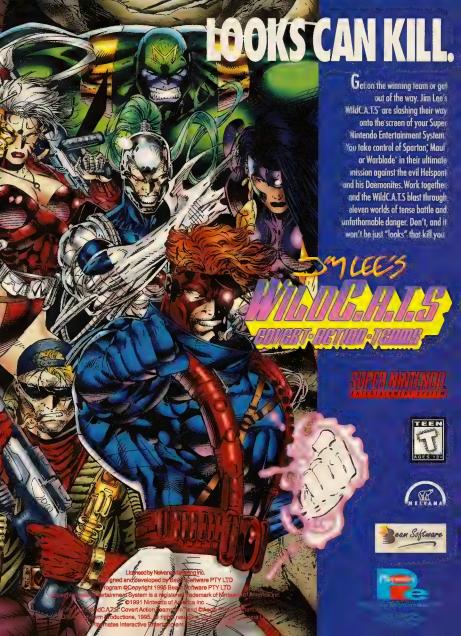
It's becoming quite clear that the ongoing evolution of home video game systems has no end in sight for the foreseeable future. We now have nextgeneration systems such as the Saturn and PlayStation fighting for our hardearned dollars. Soon we will have the M2 upgrade for the 3DO and of course

the much-anticipated Nintendo Ultra 64. (Let's pray the Big N doesn't push back the release date of April '96). With all these new systems, many gamers may be having a tough time deciding which system is the best buy. Before buying the system with the most bits, most meas, most colors or for that matter. the most anything, consider the most important aspect of any system: games! Think about it: A system with the most incredible processor speed and a real lack of fun titles and/or third-party support is nothing more than a glorified dust collector. Fun games are what make a system great, not bits. Don't get me wrong. I know some of the new systems have capabilities the Genesis or Super NES could only dream of, but lately, the games coming out for soonto-be-replaced 16-Bit systems have been nothing short of excellent. Let's take a look at the Super NES games: Chrono Trigger, Killer Instinct, Super Mario World 2: Yoshi's Island and the soon-to-be-released Donkey Kong 2. All are and will be incredible titles in their own right. All without the help of 32-Bits. Yes, many of the new games currently being released for the new systems are fun and a sight to behold. but I'll wrap up by asking this question: Do you abandon the 32-Bit systems when the 64-Bit systems become available? Absolutely not! There will no doubt be a slew of great games for the PlayStation and possibly the Saturn by the time new systems arrive. The bottom line: Who cares how many bits. megs or whatever else the marketing teams of the gaming companies say their systems have. I just want to play games with great graphics and great control. As another gaming company likes to say, "Do the math," Don't worry,

Mike Martinez



 With games like Chrono Trigger, the 16-Bit market might not die as soon as you think.



## EGM's TOP TENS

What are the hottest new games to cross the \*EGM\* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of \*EGM\* and YOU—the wired-in readers of the biggest and best video game magazine out the face of the blane!

#### EGM EDITORS

# Street Fighter Lighta PlayStation • Capcom Warriawt PlayStation • Sany 4









#### EGM READERS









LET YOUR VOTE BE HEARD! You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the NUKE internet Interface at www.nuke.com on the World Wide Web or just send a postcard with your tave game!

#### Where's The Samplers?

#### Dear EGM.

As a reader of your mag ever since the first issue, I have always noticed how you are constantly trying to update the format of your magazine. This is good, but I think you guys are missing something. The current trend nowadays seems to be that most computer mags are coming bundled with these CD samplers for the consumer. With the explosion of the Saturn and the PlayStation (two awesome CD systems) don't you think it would be cool to insert something similar in ECMP? It would not only increase the awareness of a particular game, but it

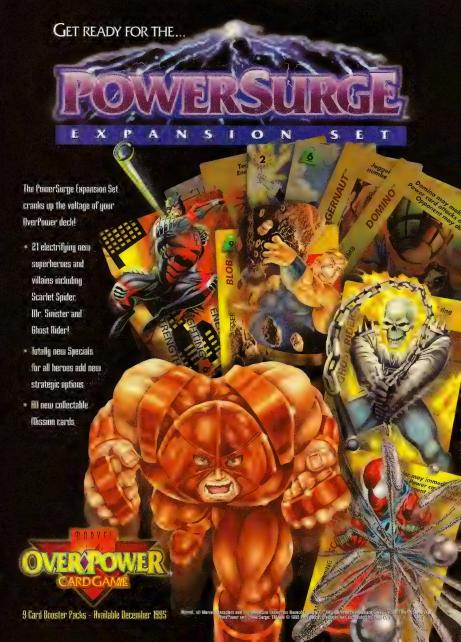
awareness of a particular game, but it would also advertise what is to come. Take a look at the PlayStation demo disc. It's practically one long movie trailer. It's really cool! Why shouldn't the "Biggest and the Best" be first in the industry to make such a move? After all, you were practically the first video-game mag to cater to the hard-core gamer even during the old 8-Bit days. Believe me, I remember!

lan Keiner; Pasadena, CA

Well, Ian, I have some good news and some bad news. The good news is that we are thinking about including samplers with the magazine. The bad news is there are many factors that might keep us from doing so. Another Sendai publication, Computer Game Review (CGR), has just recently started packing in CO-ROM samplers, and we are waiting to get feedback on how well the new addition to the may is doing. Another factor is the price it will cost to subscribers as well as us. Obviously, the price of the magazine will go up at least \$1 per issue and the typical magazine publications only sell 60 percent of all magazines graduced. That means, 40 percent of all the magazines produced we lose money on. which means big bucks. One answer to that problem would be to include a card in each



 EGM might pack in a CD-ROM sampler in future issues similar to CGR.





#### Where's The Samplers? (cont.)

magazine (similar to a subscription card) that would allow you to send it in with a minimal fee, and we would send you a sampler CD-ROM in return. Bottom line: We are still contemplating whether or not packing in sampler CD-ROMs is feasible. If so, you will be the first to know, Ian.

#### RPG Fans Unite!

I'm disappointed. One of the main reasons is that I bought my PlayStation and Saturn game consoles with the promise of great and more immersive RPGs. Now I'm hearing that Sony will not release Arc the Lad in the U.S., and Sega hasn't even mentioned if they are going to bring out games such as Blue Seed, Shining Wisdom or Dark Saviour, I love the sports sims and the fighters, but the real gaming experience is sitting down with a great RPG and spending many hours solving the game as you become immersed in that reality. Can you tell me if Sony or Sega are planning to bring any of these games to the States? If not, I think I will have to purchase the Ultra 64, since I know they have always had great RPGs in the States. Do you know if Nintendo will continue to put out RPGs for the Ultra 64 system? Ultimately, all of the three main next-generation systems can produce great sports sims, shooters and fighters, but I think the company who pays attention to the rapidly increasing number of RPG players will gain a greater percentage of the market share. If the 32-Bit consoles are supposed to appeal to an older gaming crowd, (20s-30s), Sega and Sony better wake up and start giving us the types of games we want, or we will take our dollars to the system that will. **Dog1 via AOL** 

#### Dear EGM.

I have just one simple question: Are there any RPG games that are going

THE YEAR 2055 UNCOVER SECRETS OF THE USEOVERIES THAT MAY CHANGE THE COURSE OF MANKIND OR END ITS EXISTANCE









"It's efforts like these that will establish a new 32 bin ganting paradigm."

Mext Generation



VANIS.













#### RPG Fans Unite!

to be released for the PlayStation? From all the magazines, it doesn't seem like there is hope. Please tell me it is not true. I am dving for a good RPG. I was so desperate. I traded Power Serve Tennis (wasn't that great anyway) and Raiden Project for Chrono Trigger on the Super NES. 1 hesitated in doing this because I don't want to spend more money on a system that I'm going to let go soon. It was either Chrono Trigger or Arc the Lad in Japanese, which the salesperson assured me that I can play and finish the game without any knowledge of the Japanese language. Somehow, I think he just wanted to sell the \$80 game and get his commission. I can't figure out how you can play an RPG game without understanding what you are supposed to do, so I traded. Anyway, please tell me there is an RPG coming out for the PlayStation. I mean a real RPG, not an action/adventure/RPG. I want something like the FF series. Once again, please say there is hope, and thank you for your time.

Peter Lee via the Internet The following should answer all your concerns Peter and Boot. There are BPGs for Saturn. like Mystaria. Unfortunately, we don't know of any other RPG titles coming out for the Saturn any time soon. There is a chance that Shining Wisdom might be coming to the Saturn, but no official word yet. As for the Sony PlayStation, two companies wanted to bring Arc the Lad to the States (translation and all), but Sony did not give the green light. There is a possibility King's Field II will be hitting the U.S., but again, no official word. One thing you have to keep in mind is all the time it takes to bring an RPG title from overseas. The text and plot has to be translated and nossibly changed, and after the text is changed, it must be debugged. Unlike Japan who does not mind bugs in games (they actually enjoy finding bugs in games), the U.S. gamers must have a "bugless" game, so the title must no through extensive testing. Sorry to say, it does not look like there are going to be a slew of RPG games hitting the Saturn or PlayStation shelves anytime soon. As for the Ultra 64, rumor has it that Square is working on the next Final Fantasy game, but once again, no confirmation on that title either.

............

This month's letters section has been brought to you in part by the Yak Ticklers of America. Working together to make the hairy beasts of burden happier each day. Remember, if you haven't tickled a yak, you aren't a real man.

#### erreil (Terry) C. King

3

The video gaming community is mourning the loss of one of its estoemed colleagues: Torrell (Terry) C. King.

Mr. King died Nev. 12 in Corsicano, Texas, Ne was 57.

Since 1869, Mr. King served as the director of promotions and public relations at Tradewest Inc., known today as Williams Entertainment Prior to that, MR. King was a manager for several radio stations.

King is survived by his wife, Judy King of Corsicana; his daughter, Kelli Baker of Indianapolis, Ind.; and his son, Weston King, also of Corsicana.

The editors at **EGM** would like to extend our confeiences to the Kiny family. Our thoughts and proyers are with you.





Reneid Chan Scarborough, Balarie



Millip Carboni

#### EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal\*

Put your creative skills to the test by decking out a plain #10 suvelege (the long husiness type) with your own unique touch. Sond your letter art to: ESM Letter Art, 1920 Highland Ave., Suite 222, Lemberd, IL 60148.



lan Unticult South Mond, lik

#### WINNER!

This great artwork of Dragonball Z characters was brought to us by Dallas Ragon of Havelock, NC. Nice artwork. Your prize is on its way, Dallas!



Phil Rownd-Wheaten, E



fichet Sia-Wenatchee, Wil

# The Ultimate over \$20,000 Gaming Rig!! IN PRIZES!



Your hance the POWEN. In this content you don't rely on the luck-of-the draw. You dotermine if you win or net. You win by outscoring others in a game of shill. Can you solve the juzzle below? Then you have when it takes. It looks simple, but it's only the start. Each of five mere puzzles gots a little harder. But this time it's all up to you. Stary in to the end with the highest score and the gast is years. With whatever options you want. Do you have when it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 133 Mbz processor, 16 mag. ram, 1.2 Gig. fund drive, CD-ROM, 17 manifer, medium and morel

Wideo Canno Contact. Play on the bi-tack cutting edge with this line-up; Sony Playstation: Sogs Sature: Virtual Boy; 300; and Atari Jaquac Got all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cach, accessories and mare! Nicellia Big Control. The Unimate Coming Environment, 40 inch manif 130 water receiver w/ Dolby Pro Legic Surround Sound, and all components show Will DSS Satellite Receiver as a BONUS OPTION! This rig will blow you manuf

#### We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across and an out the Mystery Word down the side. Hint use the Mystery Word Clue.

the the fracture. There will be four more puzzles at \$2.00 each and each breaker at \$7.00 which will be sent to you by neal. You will kew 3 weeks to solve each puzzle. We deat know how many will play but typically \$5% will have \$6 which the highest sours possible sours to Phase I. 43% to Phase II. 35% to Phase III. and \$2% to Phase IV. The is-tracker determines the winner. If players are still ited they will split the value of the grand prize they are playing for.

# Mystery Word PINCHW Grid R S R R R R R R R R

#### WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD	
BREAKZ	PUNCHS	SPRAYC	TURBOV	
STOMPT	STANDR	PRESSE	DREAM O	
CRUSH1	SCOREH	SLANTL	CHASEP	
MYSTERY WORD CLUE:				

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Vest ENTER ME TODAY, HERE'S MY ENTRY FEE:

(\$3.00) Computer Contest (\$3.00) Video Game Contest

(\$3.00) Media Rig Contest

(\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name

Address City

\_\_\_\_

State Zip

B S

SEND CASH, M.O., OR CHECK TO: PANDEMONIUM, P.O. BOX 26247 MINNEAPOLIS, MN 55426-0247

Vollo Wickle PROB BUTTO - ENTH OGDING E POST NAMED BY FEE I THIN 96 - ENTH FEE MAST BE MICURDO Despore may be present. Employees at Presentencem in earlier of surplivariate major part and surplivariate major at the surplivariate major at

#### EGM MARKETPLACE

Your N°1 Source for your US and Imported Japanese Products

#### **SEGA SATURN** SNES



Games OADED KRAZY IVAN TEKKEN 2 WING COMMANDER II DARKSTAIKERS ROAD RASH NHI '96

SKELETON WARRIORS 3D BASEBALL SPOT HI OCTANE EGACY OF KAIN VIRTUA FIGHTER II MYSTERIA

BLAZING DRAGONS

Games TOY STORY REVOLUTION X BREATH OF FIRE II MEGA MAN X 3

FINAL FIGHT 3 SUPER MARIO RT6 DONKEY KONG COUNTRY 2

#### PC CD ROM



BATTLE CRUISER 3000 Games WILL WING COMMANDER 4

 TERRA NOVA DESCENT TO UNDER MOUNTAIN • DESCENT 2

. TOP GUN FIRE AT WARCRAFT 2 · AHENS

CASPER GAMESTOES OF ALL DOOM PHOENIX 3 7TH GUEST BATTLE SPORT NHL '96 CAPTAIN OF IATAR

#### VIRTUA BOY



Games DESCENT 2 WARCRAFT 2 ALIENS QUAKE TERRA NOVA BATTLE CRUISER 3000

TOP GUN FIRE AT WILL WING COMMANDER 4 DESCENT TO UNDER MOUNTAIN

#### QUAKE SATURN CONVERTER PSX CONVERTER



PlayStation

your US machine and vice versa The PLAYSTATION™ logo is a Trademark of SCE of America

Play your

Japanese

Games on

**ULTRA 64** 

SUPER STREET FIGHTER STREET ECHTER I RANMA 1/2 ROBOTECH AD POUCE DRAGON RALL 7 DEVI HUNTER YORO NEW OTTEY HONEY - FTO

2-3, 129

35

122-123

181

36-37 63

43, 45

203

137, 197

51 65 72

73, 145

32

183

16-17

4-5

163

94-95, 135

119

115, 117

25, 153

121 169

171-173

187

69

27

204

206





INTERNATIONAL 4862 S.W - 72 nd Avenue MIAMI, FL 33155

WORLD

Export worldwide Tel: (305) 668.01.41 Fex. (305) 668.01.42

Call To Order : (305) 668.0141 IMPORTER ISTRIBUTOR

Dealers and Wholesalers Welcome

Spanish We speak French COD Check, Money Circler V MC Accepted Most items ship some day. Shipping times n very. All sales final, Low shipping/handling cost shipping/handling cost Please call us IIII

185

70-71

199

3DO Co., The	14-15, 23
	30-31
Acclaim	7, 149,185
Accolade	189,191-
	193
American Softworks Corp	201
American Technos, Inc.	147
ASCII Entertainment	52-57
Atari Corporation	21
Atlus	28-29
BRE Software	205
Capcom	212
Chips & Bits	97
Crystal Dynamics	8-9, 108-
	109, 149,
	156-157.
	159, 161,
	174-175
Digita: Pictures	49, 59, 99
	127
Disney Software	156-157

Game Express, Inc. 207 Interact Accessories, Inc. 141 210 Interplay 61, 165, 167 Japan Video Games 209 JVC Game Division 179

Flectronic Arts

Fleer/Skybox

Koel Corporation Konam LucasArts Entertainment Co Maxis Namco Natsume, Inc. Nintendo Origin Systems Panasonic Pandemonium, Inc. Playmates Psygnosis Ready Soft, Inc. Sega of America Sony Computer Entertainment

Square Soft, Inc. Tecmo THQ Inc. Time Warner Interactive Ubi Soft U.S Gold Viacom New Media Vic Toker, Inc.

Virgin Games Williams Entertainment World International Trading World of Games

DISTRIBUTED BY WARNER PUBLISHING SERVICES. INC. Electronic Gaming Monthly (ISSN 1058-918X) is pub-

lished monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Lombard IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices Subscription rates for U.S.: \$28.95. Canada and Mexico: \$40.95, and all others \$100.00. Single issue rates: \$4.99. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of the publisher, Copyright @ 1995, Sendai Publishing Group, Inc. All rights reserved. TM and @ for all products and the charaters contained therein are owned by the respective trademark and copyright holders. EGM is a registered trademarks of Sendai Publishing Group. Inc. Electronic Gaming Monthly and Sendai Media Group are trademarks of Sendai Publishing Group, Inc. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.

Audit Bureau of Circulations













TOMCAT ALLEY

REBFL ASSAULT

MASKED RIDER

POWER MONGER

ECCO DOLPHIN

BATTLE CORPS

IURRASIC PARK

CRIME PATROL

IEOPARDY

FINAL FIGHT

MICROCOSM

LOADSTAR

FLASH BACK

DRACULA II

ESPN BASEBALL

FORMULA ONE

ANDROID ASSAULT

NFL FOOTBALL TRIVIA

ROBO ALESTE \$9,99 3 NINJA/HOOK (2 GAMES IN 1)

ESPN NFL SOUL STAR

DUNE

MIDNIGHT RAIDER

WORLD CUP SOCCER '94

RACING ACES \$14,99 DRACULA UNLEASHED

SILPHEED

BRUTAL

BILL WALSH FOOTBALL \$14.99

#### ALL PRICES LISTED BELOW ARE \$19.99 UNLESS OTHERWISE NOTED.

SUPER NINTENDO AERO THE ACROBAT ADAMS FAMILY VALUES RISE OF THE ROBOT - 529 99 **BULLS VS BLAZER** T2 - JUDGEMENT DAY CLAYMATES STREET RACER - \$29 99 LOST VIKING R-TYPE III MIGHTY MAX WOLFENSTEIN PILOT WING FULL THROTTLE - \$29,49 BASES LOADED II - \$24 99 DAFFY DUCK KNIGHTS OF THE ROUND **BUGS BUNNY RAMPAGE** NATSUME WRESTLING F-ZERO RAMMA 1/2 MARIO IS MISSING ROBOCOP III SUPER BOWL TECMO TUFF E NUFF MARIO TIME MACHINE MEGA MAN X MICKEY'S ULTIMATE CHALLENGE TINY TOON BUSTER LOOSE PAGE MASTER CYBERNATOR DAFFY DUCK ANIMANIACS - \$29,99 BASES LOADED II - \$24,99 CLAY FIGHTER - \$29,99 COOL SPOT EMPIRE STRIKE BACK BARKLEY SHUT & JAM \$29 99 EQUINOX 529 99 FATAL FURY II - 529 99 MARIO ALL STAR - \$29,99 STUNT RACE FX - \$29 99 POCKY & ROCKY II - \$29 99

RETURN OF IEDI . 520 00

WARIO WOODS - 529 99

ZELDA - \$29,99 STAR TREK NEXT GEN - \$29,99

WORLD HEROES II \$29,99 WHEEL OF FORTUNE - \$29,99

RAP JAM \$29.99

YOSHI COOKIE

Y/MEN

SEGA GENESIS ART OF FIGHTING - 529 99 SPLATTERHOUSE II COLUMNS III ALIEN III BULL VS. BLAZER CONTRA HARD CORPS BUBSY II - \$24 99 STAR TREK TNG - \$29 99 DR ROBOTNIK MACHINE E.HOLYFIELD BOXING SUBTERRANIA SHAQ FU KLAY VIRTUAL BARTS FIFA SOCCER TECMO SUPERBOWL SHANGHALIL - \$29 99 G-LOC REN & STIMPY BEAUTY & THE BEAST GUNSTAR HEROES DOUBLE DRIBBLE SPIDERMAN / XMEN AQUATIC GAMES DRACULA TRIPLE SCORE (3 GAMES IN 1) - \$29.99 MICKEY ULTIMATE NBA SHOWDOWN 94 T-2 ARCADE SPORT TALK BASEBALL ST FIGHTER II TOE JAM & EARL II WORLD CHAMPION SOCCER II WORLD OF ILLUSION ECCO THE DOLPHIN II MICKEY MANIA \$29,99 **RBI 94** SHADOWRUN - \$29 99 WARLOCK - \$29.99 WORLD SERIES 94 - \$29.99 WWF RAW X BAND MODEM ZERO TOUERANCE

SNES/GEN.

3RD WORLD WAR LETHAL ENFORCER I OR II SPIDERMAN SONIC ROAD AVENGER 3DO WHO SHOT JOHNNY STELLAR 7 PATANK JURASSIC PARK

BATMAN RETURNS

REVENCE OF NINIA

MORTAL KOMBAT

SPECIALS! SAMURAI SHOWDOWN . LION KING

MEGAMAN X2 STAR TREE SNES MEGA BOMBERMAN URBAN STRIKE MORTAL KOMBAT II BOOGER MAN ETERNAL CHAMPION - \$29.99 BATMAN & ROBIN SEGA CD Price and availability are subject to change write at notice. We accent VSA\_MASTIRCARD\_AMERICAL EMPRESS\_DECOME, MOMPKORDER, and CO\_D\_Allow to business cask for high or when paving by personal check. All sales are final, we will only replace detect vell-terms with the same tale. All trademanestylandermans are the properties of the "respect vell-owners. NY medited said 8.25% sales las

# OVER 3000 TITLES IN STOCK, LOWEST PRICES, WE CARRY THE HOTTEST TITLES

FOR ORDERING (212) 290-0031 FOR FAX ORDER (212) 290-0432

VISIT OUR MEGA

SHOW ROOM 126-128 w 32nd St. NEW YORK, NY 10001 (Bet. 6th - 7th Ave.) 1 BLOCK FROM

MADISON SOUARE GARDEN Business Hours 8am-7:30pm est Monday through Saturday



**ACTION · ADVENTURE · SCIENCE FICTION** 

MOVIES . TELEVISION . NEW MEDIA

# **GET 12 ALL-COLOR ACTION-PACKED ISSUES FOR**

Save \$10 Off the **Regular Subscription Price!** 



## Save Big Bucks!

Get 12 full-color issues of CINESCAPE for only \$19.95! You'll get the hottest previews of upcoming movies and TV shows, plus special interviews and behind-the-scenes reports that can't be found anywhere else!

Send payment to: CINESCAPE, P.O. Box 1733 Lombard, IL 60148



Name	
Address	
City	
State ZIP	
E-Mail Address	
Payment Enclosed	Bill Me

For Credit Card Orders, Call:

most recommend pad application in commendation, making occurrent materials up personal recording on management and applications of the commendation of the commendatio KEGA9

This coupon is your VIP pass to special savings on a subscription to the only full-color monthly magazine of science-fiction, action and adventure movies! Save big bucks every month and get the first word on the hottest new movies, TV shows and new media!

#### Your #1 Source of American and Japanese Video Games



Christmas









Neo Geo CD

Dragon Ball Z

Ys 4

Strider

Xak 3

Vasteel 2

Cosmic Fantasy 4 Fatal Fury Special



3DO

Kahuk

Legend of Xanadu 2

#### SONY PLAYSTATION

Street Fighter Zero Nichi Butsu Arcade Cissics Double Dragon Horned Ow Snatcher Kileak the Blood 2 Ultraman nvader Feda Remake Ridge Racer Revolution All Japan Pro-Wrestling Reverthion In the Hunt Power Instinct 2 Dragon Ball Z Beyond the Beyond Twin Bee Deluxe Zero Divide Boxer's Road Dark Stalker Metal Jacket Winning Eleven 3 x 3 Eyes orever With You Phi osoma Gundam

4th Super Robot War S

\* Please call for Sony

Playstation Converter

Tekken Twisted Metar W pe Out WWF Arcade Madden' 96 Novastorm Road Rash Space Griffin Wing Commander 3 Agile Warrior Hi-Octane Cyber Speed Jumping Flash Mortal Kombat 3 3D Lemmings Alone in the Dark Disc World Legacy of Kain Primal Rage Revolution X Shock Wave Assault View Point

Sega Saturn

#### SEGA SATURN

253

X-Men King of Boxing Twin Bee Deluxe Wing Arms Golden Axe Laver Section Slam Dunk Steam Gear Mash Super Hang On '95 Int Victory Goa F-1 Live Information Virtua Con Galaxy Fight Universa. Dragon Ball Z Street Fighter 2 Movie Super Real Mahjon PV Blue Seed Rig ord Saga D's Dinei Tenchi Muyor Greatest 9 Basebal Battle Monster Pretty Fignter X and many

Dark Legend Mortal Kombat 2 NBA Jam T.E. Rayman Viewgoint Virtua Fighter 2 Virtua Racing 3D Basebail Return to Zork Revolution X Virtua Con Primal Rage Sim City 2000 NHL All Star Hockey Blazing Dragons Center Ring Boxing Impact Racing So ar Eclipse

The Horde Saturn Converter

#### PC ENGINE

Starling Odyssey 2 Guliver Boy Louga 2 Salor Moon Collection Ranma 1/2 (#3) Record of Lodoss War 2 Dracula X Dragon Knight & Graffiti SPECIAL L-Die Drop Off \$10 Advanced V.G. Fatal Fury ACD \$40 Art of Fighting ACD Flash Hiders Super Big Brother 2 Princess Maker SCD \$40 Kabuki ACO Stnp Fighter 2 Fray SCD Nec-Nectaria \$25 Princess Maker 2 Space Invader

#### **GENESIS / 32X**

Backthome

Earthworm Jim 2 Light Crusader NBA Live '96 WWF Arcada TNN Bass 96 Vector Man

FIFA '96 Prima Rage Virtual Fighter Alone in the Dark (CD) Power Rangers (CD) W rehead (CD) and many more

#### NEO GEO CD

King of Fighter 95 Kabuki Clash Samuri Showdown 2 Savage Reign Fetal Fury 3 Doub e Dragon Crossed Swords 2 Puzzle Bubble Ga axy Fight

Super Side Kicks 3

Sengoku 2

many more . .

N nia Commando Streep Hoop

SPECIALS: \$59 Art of Fighting 2 Aero Fighter 2 ADK \$59 View Point \$49 Mutation Nations Basebal 2020

#### SUPER FAMICOM

Dragon Ball Z (#5) Secret of Mana 3 Tactics Ogre Romand no Saga 3 Super Big Broth Sallor Moon RPG S. Fire Prowretting Spe Perfect Eleven 2

Super Bombi ss Ranma 1/2 The Puzzle TV Anime Slum Dnk SD The Great Battle V Captain Tsubasa J Lady Stalker

Super Bomberman 3

SPECIAL OF THE MONTH: Ranma 1/2 S Bitle \$59 Dragon Ball Z #4 Dragon Ball Z #2 \$59 Yu Yu 2 Dragon Bal, Z #2 Dragon Bali Z #3 \$59 World Heroes \$29

#### **SNES**

Breath of Fire 2 Earthworm Jim 2 Megaman X 3 PTO 2

Donkey Kong Cntry 2 Final Fight 3 Civilization Secret of Evermore

C.O.D. & Credit Card OK

Please write for your latest catalog!!

#### **IAGUAR / CD** JAGUAR C.D

CARTRIDGES Fight For Life Power Drive Raley Rayman Litra Vortex Air Cars and more

Blue Lighting Battle Morph Dragon's Lair High Lander Demolition Man Creature Shock

Soul Star

\* and many more . . .

Magic Carpet Primal Rage Max Force Brett Hull Hockey

#### **NEC FX**

Graduation 2 Battle Heat Jeam Innocent Deep Blue Fleet Far East of Eden 3 Return to Zork

#### \$285 3DO

#### Get 3 Free Games with purchase of 3DO

Super SF2 TE Need for Speed Demolition Man Kngdm Fr Rohs Shokwy Jmp Gt Dragon Lore Quarantine Space Ace Spr Wng Cmndr 3 Space Pirate Slam N. Jam 95

Fly no Nightmare

Dragon Lord

Doom Deadalus Encounter Creature Shock Dragor NHI '98

11 Hour Zhadnost Blade Force Mazer Panzer General

Space Hulk Killing Time Myst Brain Dead 13 Alone in the Dark 2 Sailor Moon S JPN Return to Zork Yu Yu Haksho JPN Shock Wave 2 BIO.S. Fear Cyberia Lost Erlen

D's Diner

and many more

#### NEO GEO New-Geo Gold System with

FREE GAME \$499 (selected) Kabuki Clash zzle Bubble

Doub e Dragon S Sidekicks 3 Fata. Fury 3 Zed Blade Ga.axy Fight Savage Reign

World Heroes Perfect King of Fighter 95 Streep Hoop Aero Fighter 2 World Hero 2 Jel \* Call for used games \$50 or under \*

#### MEGADRIVE

Allen Soldier Yu Yu Hakusho Dragon Ball Z

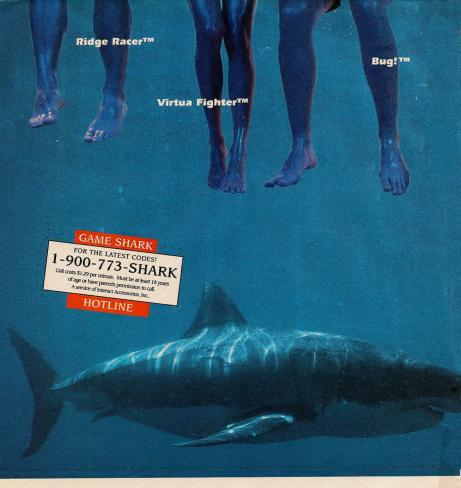
Sailor Moon Rockman World

Check with us before you call anyone elsel

DEALERS & WHOLESALERS WELCOME TEL. (818) 281-9282 FAX (818) 458-6845







Kill faster! Jump higher!

Never die! Interact's Game

Shark™ for the Sega Saturn™

and Sony PlayStation™

systems is the ultimate game
enhancer! GAME SHARK gives

you total control over the hottest Saturn and PlayStation titles! It's totally menu-driven, with tons of built-in codes you can use to customize all of your favorite games! Save your codes and your best games with back-up memory And unlike real sharks, which haven't changed in 60 million years, the GAME SHARK evolves constantly—it's totally

Ridge Ricer is a trademark of Namoo Hometek, Inc. Robotica is a trademark of Accisim Entertainment, Inc. Virtuo Fighter, Bug!, Paracer Drogoon, and Daytona USA are trademarks of Sega Enterprises, Ltd. Sony PlayStation is a trademark of Sony Computer Entertainment Co. GAME SHARK IS NOT A GAME. GAME SHARK for the Sony PlayStation and GAME SHARK is Not the Sony PlayStation and GAME SHARK for the Sony PlayStation and GAME SHARK for the Sony PlayStation and GAME SHARK for the Sony PlayStation and GAME SHARK is Not PlayStation and GAME SHARK is Not PlayStation and GAME SHARK is Another SHARK for the Sony PlayStation and GAME SHARK is Another SHARK for the Sony PlayStation and GAME SHARK is Another SHARK SHARK is Another SHARK SH

Panzer Dragoon™

Robotica™

Daytona USA™

# To you they're games. To the Game Shark they're lunch.

updatable with the latest codes for all of the new releases.

Hardcore gamers can join 
DANGEROUS WATERS, the 
members-only source for 
exclusive Game Shark codes!!

The GAME SHARK turns the toughest game into a sushi snack. It will change the way you play your games—forever.

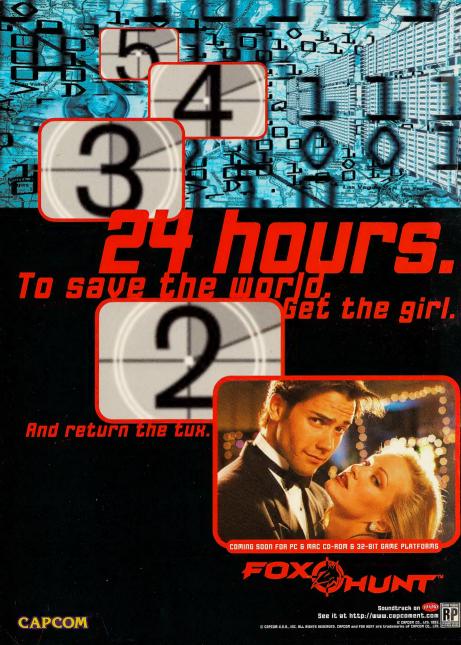


By

INTERSET

Make your own rules.

For information on the upcoming Game Shark Web Site, and other Interact products and promotions, check out the Interact Web Site at: http://www.smart.net./~interact



# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

